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STARFOX ADVENTURES

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SECRETS OF THE GAME TOKEN WELLS
BAFOMDADS & FUEL CELLS REVEALED

VERSUS BOOKS

VOLUME 45

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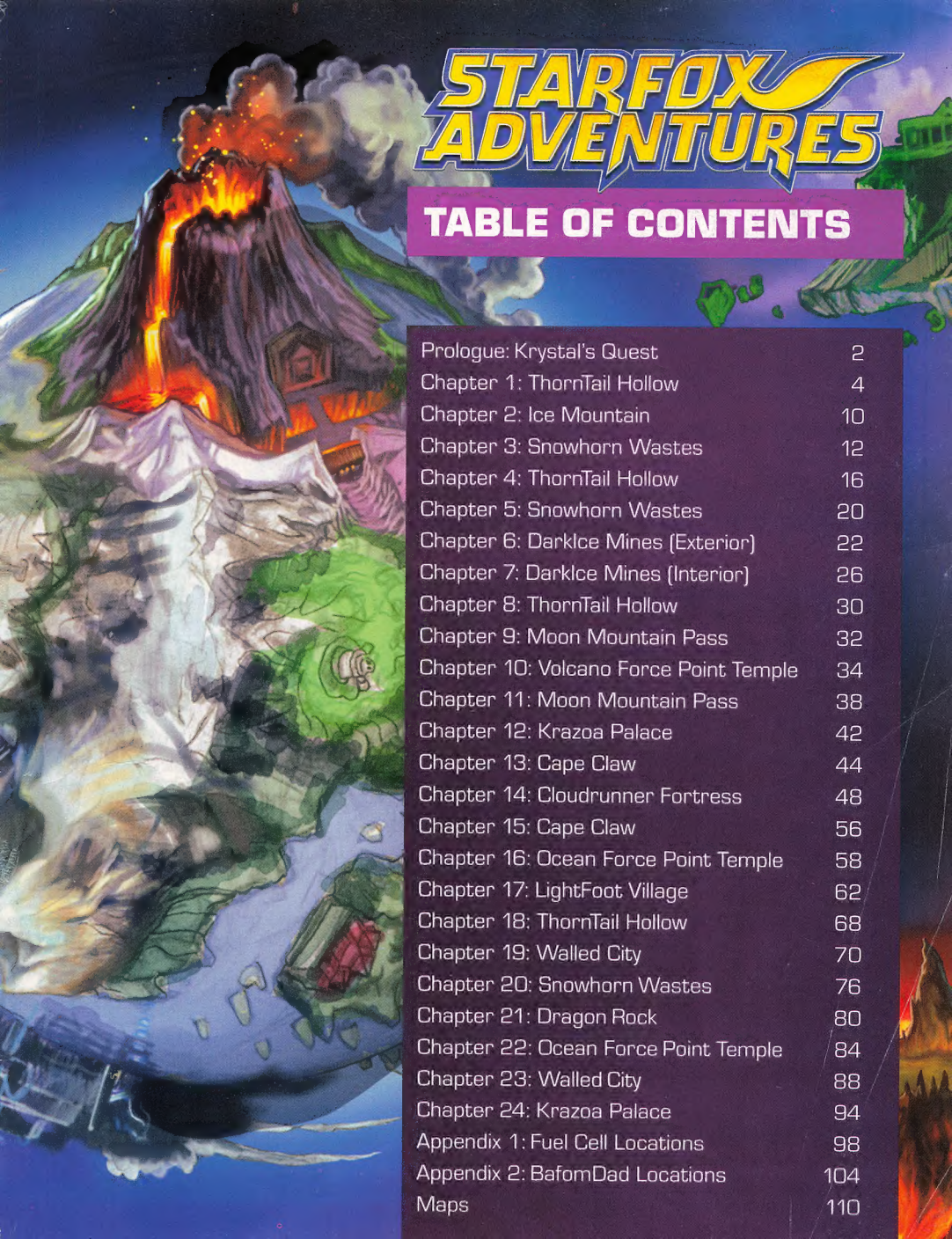


STARFOX ADVENTURES

TABLE OF CONTENTS

Prologue: Krystal's Quest	2
Chapter 1: ThornTail Hollow	4
Chapter 2: Ice Mountain	10
Chapter 3: Snowhorn Wastes	12
Chapter 4: ThornTail Hollow	16
Chapter 5: Snowhorn Wastes	20
Chapter 6: DarkIce Mines (Exterior)	22
Chapter 7: DarkIce Mines (Interior)	26
Chapter 8: ThornTail Hollow	30
Chapter 9: Moon Mountain Pass	32
Chapter 10: Volcano Force Point Temple	34
Chapter 11: Moon Mountain Pass	38
Chapter 12: Krazoa Palace	42
Chapter 13: Cape Claw	44
Chapter 14: Cloudrunner Fortress	48
Chapter 15: Cape Claw	56
Chapter 16: Ocean Force Point Temple	58
Chapter 17: LightFoot Village	62
Chapter 18: ThornTail Hollow	68
Chapter 19: Walled City	70
Chapter 20: Snowhorn Wastes	76
Chapter 21: Dragon Rock	80
Chapter 22: Ocean Force Point Temple	84
Chapter 23: Walled City	88
Chapter 24: Krazoa Palace	94
Appendix 1: Fuel Cell Locations	98
Appendix 2: BafomDad Locations	104
Maps	110

PROLOGUE: KRYSTAL'S QUEST

CAPTAIN SCALES' VESSEL

The game begins with a brief shooting scene, as Krystal and her faithful steed do battle with General Scales' ship. You start behind the ship, where you have to shoot the heads that fire flame bursts at you, and then turn your attention to the ship's rear rotor. Blow off its blades

one by one as it approaches, so you can safely avoid their strikes when it tries to back into you. Of course, you have no life meter and can't die in this part of the game, so there's no rush and no pressure.

After you destroy both torch heads and the rotor, the ship turns, and you finally get to strike at its head. Defeat it, and Krystal can land on deck.

Cross the deck with the sliding boxes, and talk to the bird in the cage twice to open the door on the other side of the ship. The glowing, rotating object inside is the Krazoa Palace Key. Grab it, return to the other side of the ship's deck, and the general appears.

THE KRAZOA PALACE

1 Use the key you got on General Scales' ship to unlock the door ahead and to the left of where Krystal lands. (Use the C Stick to pull up the "Gold Key," and press the A Button to use it.) Inside, you find a Fuel Barrel. Use the A Button to

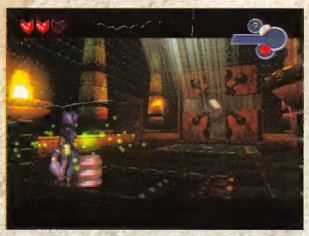
hurl the barrel at enemies and crates to your heart's content. The barrel obliterates anything in its blast radius (the crates all contain healing items). Once detonated, the Fuel Barrel always reappears on the Fuel Barrel Generator near where you landed at the temple.

2 Hurl the Fuel Barrel at the pile of crates blocking the stairs, then grab another and head back down. Throw it at the crack in the wall on the lower floor, just past the wounded dinosaur.

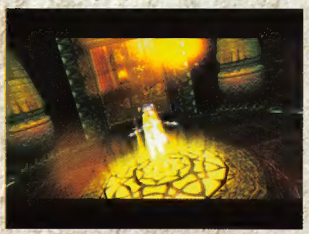
3 After entering through the crack, turn left, head down the corridor, and take the first right. Pick up the Fuel Barrel by the Triceratops, and throw it into the crates that block your way. The Fuel Barrel Generator is in the second corridor, so go back out to the main hall, and enter the second of the two corridors to grab it again.

4 Carry the barrel back to where you destroyed the crates, and run it carefully through the flame jets. (If you're hit, you take damage and the barrel blows up.) Stand back from the wall and hurl the barrel at the crack in the wall.

5 There's another Fuel Barrel in the room through the crack, but nothing to blow up. Instead, stand on the blue platform and use the A Button to set down the Fuel Barrel, opening a path to another room.

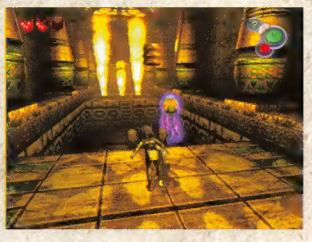


6 Talk to the wounded EarthWalker (the Triceratops-like dinosaur), and the next door



opens automatically. Inside, you find a glowing yellow Warp Pad. Stand on it and press the A Button to warp to the Krazoa Shrine.

7 Smash the baskets for DumbleDang Pods, and climb up the ladder. Avoid the flames and the enemy in the pit, and grab the Fuel Barrel at the end. Hurl it at the floating, tentacled baddie to release the Life Force Seal on the door.



8 After using the Fuel Barrel to destroy the baddie, hit the Pressure Pad to open the gate to the Krazoa Spirit.

THE TEST OF OBSERVATION

Talk to the Krazoa Spirit to begin the Test of Observation. Watch which urn the spirit enters, and don't take your eye off of it. Stand in a corner of the room (not in the middle) so you won't have to dodge the urns when they start moving. When they stop moving, walk up to the urn that the spirit has entered to complete the challenge. You must do this three times in a row, but as long as you're safely out of the way of the urns, there is nothing to distract you from following the spirit.

Upon successfully passing the test, Krystal is sent back to the Krazoa Palace. Step on the orange circular pad behind the EarthWalker, and you're elevated to another passage. Hang a right, and press the A Button in front of the Krazoa Statue in the mirror to release your spirit.

THORNTAIL HOLLOW

CHAPTER ONE

ARWING MISSION

1

The trip to Dinosaur Planet is simple, since you only need to fly through 1 Gold Ring (out of 10) to open the Force Field. Once you've passed through that first Gold Ring, concentrate on your score, picking up power-ups like the Laser Upgrade and Bomb Upgrade to mow through the many weak enemies in your path. You have to fly this course several times in the future, so memorize the locations of the Gold Rings so you can attain a perfect score (getting all 10 Gold Rings) one day.

KRYSTAL'S LEGACY

After a pep talk from Sergeant Pepper, move Fox forward a short way, and recover Krystal's Staff from the ring of wildflowers. Now you can use

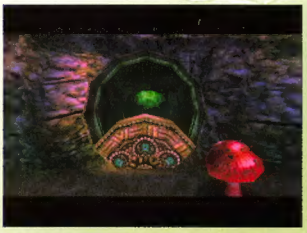
the staff to smash crates and baskets with a single tap of the A Button. You can also use it to pry up the rocks with blue dots on the bottom, revealing Scarabs, the planet's unit of currency. If you'd like to hit the ThornTail Store and buy a map of this area, grab at least 5 Scarabs (the max you can carry at this point is 10), and head inside.

THE SHARPCLAW ASSAULT

Head toward the castle, southeast of where you found Krystal's Staff, and a quartet of SharpClaws appears.

Fortunately, only one attacks at a time, while his allies circle harmlessly, so this is a great opportunity to practice your combat tactics. Try holding the Control Stick in different directions to unleash different attacks. Against these enemies, holding up on the Control Stick results in an extravagant but somewhat ineffective combo, which ends in a jumping attack, that gives the enemies time to recover and block. Instead, let go of the Control Stick while attacking, so Fox strikes with his kick attack. After a few boots in the chest, the SharpClaws fall, allowing you to get in a few easy shots while they're defenseless.

Watch the hearts over their heads fade and explode. When the last one perishes, a cave opens in the northeast corner of the Hollow.



THE FIRST STAFF UPGRADE

Inside that small cave, use your Staff to pry up the rock with a few taps of the A Button. Then drop into the hole

beneath it, and head to the middle pedestal. There, an ethereal light gifts your staff with the power of the Fire Blaster, the first Staff Upgrade. Open your inventory with the C Stick, use the C Stick to select the Fire Blaster, and press the Y Button to make the Fire Blaster your Y-Assign item.

As long as the Fire Blaster is your Y-Assign item, you can press the Y Button at any time to bring up a first-person view with a trigger in the middle. Use the Control Stick to aim it carefully at your chosen target—in this case the Fire Panel by the now-closed gate—and press the Y Button to fire. Your target drifts back to the center as you aim, so fire quickly. When hit with flame, the Fire Panel opens the gate, and you can return to ThornTail Hollow.

THE THORNTAIL STORE

The ThornTail Store stocks a wide variety of items. This is the only shop in the game, but you come back to it many times as your needs change and your Scarab Bags get bigger. There are only a few items of any use this early in the game: I recommend the ThornTail Hollow Map, the SnowHorn Wastes Map, and the Rock Candy. Everything else is too expensive (since your Scarab max is currently 10), or easily found for free in the outside world.

The storekeeper will haggle over prices, but won't even talk with you if you don't have enough money to purchase the item at the list price. He'll knock 10% off most items, and up to 40% occasionally. If he doesn't like your offer, you can try again, but he'll be stingier the second time, and will only ever accept the full list price on the third try. If he won't take what you consider to be a reasonable offer, just break off the haggling session and try again. Of course, Scarabs aren't exactly hard to find, and all the crates, baskets, and Scarab Rocks are refilled whenever you return to ThornTail Hollow after visiting another area. It may save time in the long run just to pay what he asks.

If you're fond of gambling, you can always try to earn more loot by risking your Scarabs in the Scarab Game. This store also features the first Token Well, where you can buy a Cheat Token (used later in the Game Well Maze).

ROOM 1 SUPPLIES

Bomb Spore: 5 Scarabs
DumbleDang Pod: 3 Scarabs
DumbleDang Pods (4): 10 Scarabs
FireFly: 10 Scarabs
Fuel Cell: 10 Scarabs
GrubTub Fungus: 12 Scarabs
PukPuk Egg: 6 Scarabs
PukPuk Eggs (3): 15 Scarabs

ROOM 2 ACCESSORIES

BafomDad Holder: 20 Scarabs
Cape Claw Map: 5 Scarabs
FireFly Lantern: 20 Scarabs
Hi-Def Display Device: 20 Scarabs
Rock Candy: 10 Scarabs
SnowHorn Artifact: 130 Scarabs
Tricky's Ball: 15 Scarabs
Cape Claw Map: 5 Scarabs

ROOM 2 ANNEX: MAPS

Dragon Rock Map: 5 Scarabs
Krazoa Palace Map: 5 Scarabs
Ocean Force Point Map: 10 Scarabs

ROOM 3 MAPS

CloudRunner Fortress Map: 5 Scarabs
Darklce Mines Map: 5 Scarabs
LightFoot Village Map: 5 Scarabs
Moon Mountain Pass Map: 5 Scarabs
SnowHorn Wastes Map: 5 Scarabs
ThornTail Hollow Map: 5 Scarabs
Volcano Force Point Map: 10 Scarabs
Walled City Map: 5 Scarabs

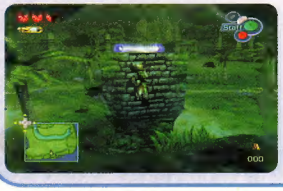
THE FIRST FUEL CELLS

FUEL CELLS

The Fuel Cells you need to get your Arwing to the Dinosaur Planet's far-flung moons are scattered throughout the planet. It's best to collect them as you go, so you're never left stranded and forced to hunt through old areas with your Fuel Cell Compass.

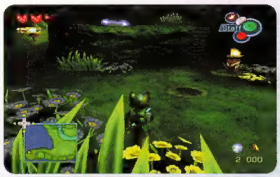
To grab the first pair, climb up onto the ledge in the southeast corner of the map, then jump across the ledges. There is a bunch of crates

and stuff up here, but the real prize is the Fuel Cells on the pedestal north of the network of ledges. You can jump across and climb up to grab them.



At the end of that series of ledges, put your Staff in the Lever Switch in the southwest corner. This opens the

southwest gate that leads to LightFoot Village and Cape Claw. You don't want to go to either of those areas yet, but you can find two more Fuel Cells on the way if you turn around and climb up the ledge just past the newly opened gate.



THE QUEEN EARTHWALKER

Use your Fire Blaster to shoot the red Fire Panel above the door where you fought the SharpClaws. It opens, and you can enter and meet Queen EarthWalker, who fills you in on the details. She howls a message to the ThornTail that's

blocking the route to the WarpStone, sending him scurrying out of your way.

Fox automatically leaves the queen's cave after the intermission, but you can head right back in to grab a Fuel Cell from behind the queen.

BOMB PLANTS & BOMB SPORES

There's a Bomb Plant growing near the stream in the center of ThornTail Hollow. Stand a fair distance away and shoot it with your Fire Blaster to detonate the plant and produce a trio of Bomb Spores. Collect as

many of the Spores as you can, wait for the Bomb Plant to grow back, and shoot it again until you collect a handful. When you plant these Spores in the game's various Planting Patches, Bomb Plants grow immediately. When shot, they explode and destroy any nearby cracked walls, but only mature Bomb Plants like the one by the

stream produce Spores.

Use one Spore to plant a Bomb Plant at the Planting Patch against the northwest

wall, which the queen ordered the ThornTail to move away from. Shoot it with your Fire Blaster to open a crack to the WarpStone's garden.

THE WARPSTONE'S SWEET TOOTH

The WarpStone wants a gift, and the only thing of interest to him is the Rock Candy sold for

10 Scarabs at the ThornTail Store. Buy it and use it on the green patch in front of the WarpStone, and he'll offer to take you to one of three locations: the Ice Mountain, The Game Well Maze, and the Krazoa Palace. (However, he won't take you to the Palace until you have a Krazoa Spirit in your possession.) To find the captured prince, have him send you to Ice Mountain.

FUN WITH BOMBSPORES

·FUEL CELLS·

You can use your collection of Bomb Spores to blow up a number of other cracks in ThornTail Hollow. None of these help you progress in the game at this point, but they lead to a great many Fuel Cells, PukPuk Eggs, and Scarabs.

- Plant a Bomb Plant at the Planting Patch under the waterfall below the WarpStone's lake. This opens a cave that contains four Fuel Cells and a bunch of crates with recovery items.

- Set a Bomb Plant along the network of ledges you used to get the first two Fuel Cells in the game. It blows open a cave that leads to three Fuel Cells and two large baskets of Scarabs.

- If you set a Bomb Plant at the end of the cave in the northeast corner of ThornTail Hollow, where all the MushGus are, you can open a path to Moon Mountain Pass. There is a couple of Fuel Cells there, you don't want to be there right now.

- The final Planting Patch is on the east wall of the WarpStone's area. It blows open a small cave that contains a few items and a pair of Fuel Cells.

CHEAT TOKENS & GAME WELL MAZE

As you travel throughout Dinosaur Planet, you'll find eight Cheat Token Wells in various locations. At each Cheat Token Well, Fox can throw in some Scarabs to get a Cheat Token. You can then take these Cheat Tokens back to the Game Well Maze beneath the WarpStone, and exchange them to unlock new options in the various option screens offered by the Star Fox crew when you start up the game.

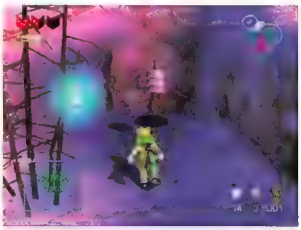
The Game Well Maze is quite simple, and offers little of interest except for the Game Well itself. Follow the left or right wall to the end, and then toss your Cheat Tokens in the Game Well. The first Token will unlock an option to view the game's credits, the second will unlock a music mode, the third will unlock the option to play with Dinosaur language subtitles, and the fourth will unlock a sepia-toned graphics mode. Any Cheat Tokens you find beyond that will only get you a cryptic fortune when you toss them into the Game Well.

The first Cheat Token Well is in the ThornTail Store. Others can be found in the Ice Mountain, Moon Mountain Pass, Cape Claw, Lightfoot Village, Ocean Force Point, Volcano Force Point, and SnowHorn Wastes.

THE TOP OF ICE MOUNTAIN

·FUEL CELL·

The small area the WarpStone sends you to is not on any map, but you're not likely to get lost there. Your goal is to defeat the SharpClaws behind the pile of crates, but before you do that, blow open the one optional cave in this area. It has a Planting Patch, but you can also use the Fuel Barrel to the left of the entrance to break open the crack. (Hurry, because this Fuel Barrel has a timed detonator.) Inside, you find a Fuel Cell and a Cheat Token Well.



When you're ready to proceed, use the same Fuel Barrel to blow away the pile of crates, and use your Staff (or another Fuel Barrel) to take out the two SharpClaws. (They're sporting winter colors, but are otherwise identical to the ones you've fought previously.) When you've defeated both, a Fire Panel appears above the nearby cave.

Hit it with your Fire Blaster and enter the cave. An intermission occurs automatically, in which the two SharpClaws dash away on SharpClaw vehicles. Fortunately, they were kind enough to leave a third vehicle for you, so hop on and follow them down.

ICE MOUNTAIN FUEL CELLS

·FUEL CELLS·

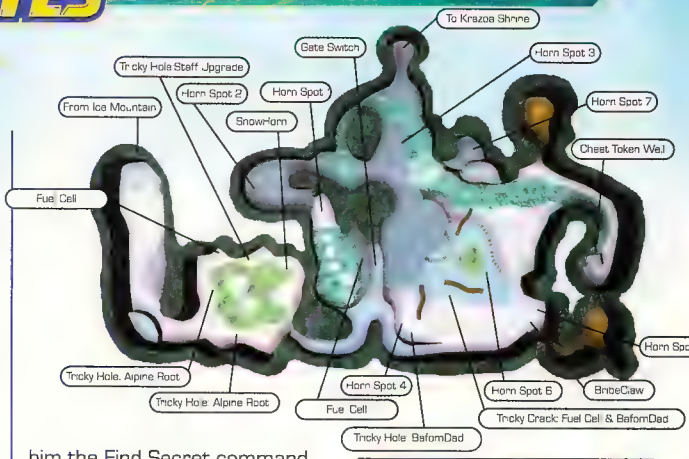
In addition to the Fuel Cell in the cave behind the crack, there are two Fuel Cells in the cave with the SharpClaw vehicle. The only problem is, Fox automatically boards the vehicle and starts the race when he enters. To get the Fuel Cells, you either need to lose the race (you won't start automatically the second time) or come back later (the WarpStone will happily send you back at any time, and the cave door will still be open).

THE SHARPCLAW VEHICLE RACE

The point of this race is to get ahead of both of the SharpClaws. Hold down the A Button to accelerate constantly, unless you're nearing a sharp turn or are about to hit one of the SharpClaws. (You can destroy them by bashing into them a few times, but this is harder than simply out-racing them, especially since they drop bombs in their wake.) Don't try to pass the SharpClaws in tight passages, since you lose a lot of speed if you run into them. Instead, keep an eye out for alternate routes, and use those opportunities to pass.

SNOWHORN WASTES

CHAPTER THREE



PRINCE TRICKY, SAFE AT LAST

If you're successful, the race ends in a distant fringe of SnowHorn Wastes. Prince Tricky joins you here, and immediately asks to be fed some of the nearby Blue GrubTub Fungus. If it's night, catching them will be no trouble, since they'll be sleeping. Smash them down and feed them to your new dinosaur friend. If it's during the day, you have to stun them with your Fire Blaster (or chase them into a corner) and bash them with your Staff.

Once Tricky has been fed, he'll be willing to start earning his keep. Go to the brown, cracked patch in the ground and give

him the Find Secret command, located in your C Stick inventory. Tricky digs up a Pressure Pad. Lead him onto it. While he's holding it down, give him the Stay command. Fox can then get under the gate, and activate the Lever Switch that makes a platform appear, allowing you to cross the lava. Have

Tricky do another Find Secret at the crack on the other side, and you emerge in the main part of SnowHorn Wastes.

HUNGRY, HUNGRY SNOWHORNS

·FUEL CELLS·

Follow the path south to a frozen lake where you find Tricky being pursued by a trio of SharpClaws. Defeat them all to

save him, then take him around to the various Tricky Holes on the ground and issue Find Secret commands.

In the north one, Tricky uncovers a Magic Cave hole that leads to a Staff Energy Meter Upgrade. This nearly doubles

your magic energy bar—something you definitely do not want to miss.

Two other holes each contain an Alpine Root, which you can feed to the nearby SnowHorn by selecting them with the C Stick. After the first root, the SnowHorn gives you the Small Scarab Bag. After the second root, he stops the geyser in the middle of the lake, bringing the

suspended Ice Block down to the surface of the lake.

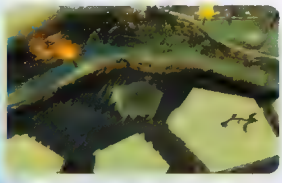
Push the Ice Block up to the ledge with the two Fuel Cells in the north, climb onto it, and grab the Fuel Cells. Then push it

to the ledge in the southeast (with the two torches), and climb up into a larger area of SnowHorn Wastes.

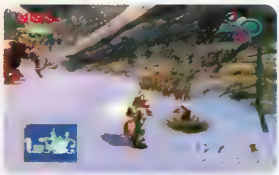
FUEL CELLS & BAFOMDADS

FUEL CELLS & BAFOMDADS

There are plenty of treats to unearth in SnowHorn. To the right of the cold lake with the floating icebergs, you find a small hill with a Lever Switch. Activate it with your Staff, and another iceberg appears in the lake. Use it to jump across to a pair of Fuel Cells in the crevasse.



Continue to the southeast, and you find an open area with two SnowHorns. Have Tricky dig up the Tricky Hole by the path to find your first BafomDad. Note the little cave



heading north of this area on your auto-map. If you search along the north wall of the opening, you find a Tricky Crack. Use Find Secret to bore into it and reveal another Fuel Cell and a BafomDad in the crate—but unless you've gone back for the BafomDad Holder, you can't hold more than one BafomDad at a time.

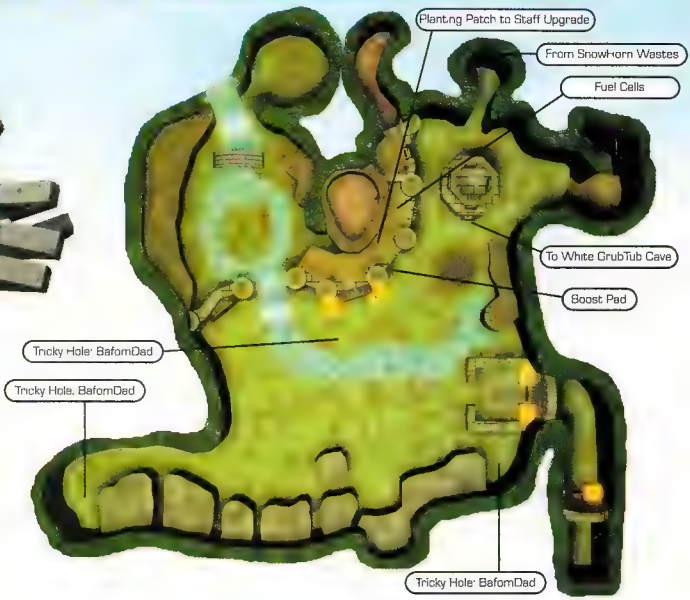
BACK TO THORNTAIL HOLLOW

From the frozen lake, continue southeast, and you find a path that leads to a clearing with two SnowHorns. Fill your new Scarab Bag with cash by smashing baskets and lifting rocks, and when you have 25 Scarabs, pay off the BribeClaw to let you pass back into ThornTail Hollow. (Pay him by selecting the Scarabs in your C Stick inventory.)

In the small aqueduct that follows, jump into the water and simply follow the current to the end. If you ever want to go back the way you came, use the Lever Switch in the middle (accessible by having Tricky Stay on the Pressure Pads) to change the direction of the current. But for now, it's flowing in the right direction. You emerge back in ThornTail Hollow, from a platform in the northeast.

THORNTAIL HOLLOW

CHAPTER FOUR



BACK TO THE THORNTAIL STORE

Now that you have your larger Scarab Bag, you can go back to the ThornTail Store and buy a bunch of new items. Only the Firefly Lantern will ever be required, but you'd be crazy not to buy the BafomDad Holder, and you may find other items useful as well.

BafomDad Holder—20 Scarabs: There are BafomDads all over the place, but you can only carry one at a time without this bag. Buy it as soon as possible, or every subsequent BafomDad you find will be wasted.

Darkice Mines Map—5 Scarabs: If you didn't pick this up already, grab it now. It's the map for the next area you'll be visiting, and you'll definitely want it before you return to your Arwing at the end of this section.

Firefly Lantern—20 Scarabs: Allows you to hold Fireflies and release them to illuminate dark areas. This will be required in the White GrubTub Cave. Don't buy Fireflies here; There are plenty of freebies in the cave.

Hi-Def Display Device—20 Scarabs: Fox automatically uses this item whenever you press the Z Button to bring up a first-person view. Now you can zoom in on distant objects and check your direction with a detailed compass.

Tricky's Ball—15 Scarabs: Use this item to toss a ball, which Tricky will fetch. Tricky loves to play, so pull this out and play a game with the young crown prince from time to time. If you play with Tricky frequently, you may notice that he'll start to change colors. This has no effect on the gameplay, but can be quite entertaining.

TEAM UP WITH TRICKY AGAIN

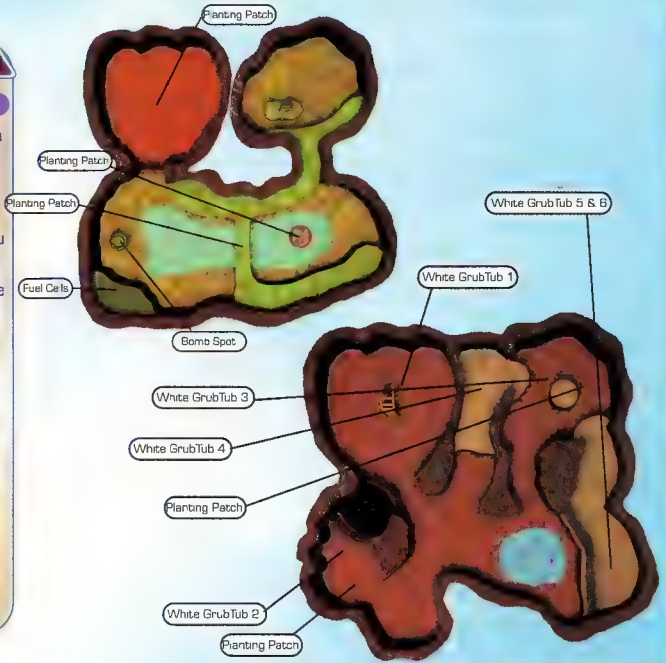
You find Tricky waiting with his mother in the chamber to the east, and that's where you receive your new quest. The Queen EarthWalker is sick, and requires a number of White GrubTubs to cure her malady. You need Tricky's help to get into the cave, so grab him now.

The entrance to the cave is in the small stone keep in the northeast part of ThornTail Hollow. Use Find Secret to have Tricky burrow through the crack. Unfortunately, he can go no farther, so everything else is up to Fox.

BAFOMDADS IN THORNTAIL HOLLOW

·BAFOMDADS·

Now that you have Tricky, you can dig up the Tricky Holes in ThornTail Hollow. Some just contain DumbleDang Pods, but three of them hold buried BafomDads. If you have the BafomDad Holder, dig up the Tricky Holes in the middle of the map, in the southeast corner, and at the entrance to the southwest tunnel that leads to LightFoot Village.



WHITE GRUBTUB CAVE

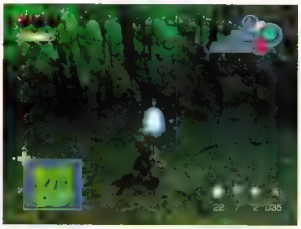
·FUEL CELLS·

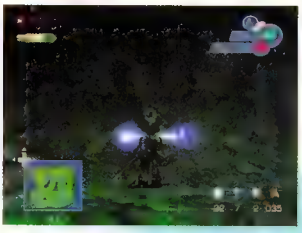
1 Descend from the ledge at the entrance (remember, you can press the A Button to quickly slide down stairs), and head deeper into the cave. In the next room, you find a small lake with a Planting Patch in the center. Drop a Bomb Spore into the patch of soft earth surrounded by water, and shoot the plant with your Fire Blaster. (If you don't have any Bomb Spores, you find a Bomb Plant on the other side of the cavern.)

2 The blast drains the lake and reveals a pit. You know what that green light means! Drop into the pit to collect your

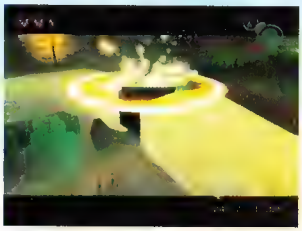
newest Staff Upgrade: The Staff Rocket Boost!

3 But what does it do? Bash a crate in the southwest corner of the same room as the pit to reveal a small panel that emits tiny specks of white light. This is a Boost Pad. If you select your new Rocket Boost ability with the C Stick and then press and hold the A Button here, it rockets you up to a pair of Fuel Cells.

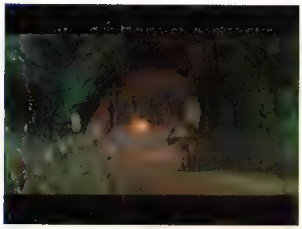




4 Return to the room with the ladder, and use your Rocket Boost on the Boost Pad there. It sends you to the higher level of the cave, where you find a thin bridge with a Bomb Spore Planting Patch in the middle. Set a Spore, blow it up, and a Stone Block drops to the lower level.



5 Push that Stone Block onto the nearby Pressure Pad, and the gate between you and the room with the ThornTail rises.



6 Talk to the ThornTail; he suggests you buy a Firefly Lantern from the ThornTail Store (for a reasonable 20 Scarabs). When you come back with the lantern, or if you bought one already, he'll move off of the Planting Patch.

Detonate a Spore, grab some recovery items from the nearby crates, and drop down the ladder.

7 You find the first White GrubTub Fungus right off the bat, at the base of the ladder. Like the Blue GrubTubs, White GrubTubs don't go willingly. If the 'shroom isn't napping, use your Fire Blaster to stun it from afar.

8 There are five more White GrubTubs here, so grab a few green Fireflies and use one to light your way in the dark area just ahead. You find a Planting Patch, which you can blow up to open a path to White GrubTub number two.

9 You find another patch of darkness to the left of the small pool in this level of the cave. There's one White GrubTub waiting there, and you can set a

Bomb Spore at the base of a large stalagmite. There won't be any obvious change after you blow it up, but it lowers the column that allows you to get the last two fungi.

10 Go to the Boost Pad in the central part of this area and use your Rocket Booster. You can grab White GrubTub number four on the ledge above the pad.

11 If you finished point number 9, you have a pillar that you can jump across to get to the last two White GrubTubs. If they aren't snoozing, stun them by detonating the Bomb Plant.

22 When you have all six, exit the dungeon and bring them back to the queen. She'll give you the SharpClaw Prison Key, which fits the golden lock you passed on your way out of SnowHorn Wastes.

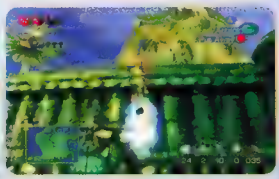
FUN WITH THE BOOST PAD

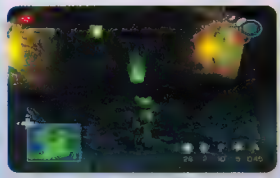
·FUEL CELLS·

You've probably seen a bunch of Boost Pads in your travels, and are eager to see where they lead. We'll start with the two in ThornTail Hollow.

In the ThornTail Store, you find a Boost Pad in the back of the Map Room. Use it to get into the store's second floor, where you find a convenient supply of Scarabs in the baskets.

There's another Boost Pad right outside of the shop. It takes you to a ledge with two Fuel Cells and a Planting Patch. Set a Spore on the patch, and blow it up to reveal a cave with four red Fire Blaster panels. Shoot them all to open a Magic Cave hole, where you can get another Staff Energy Meter Upgrade!

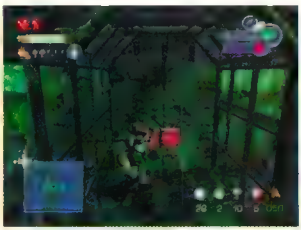




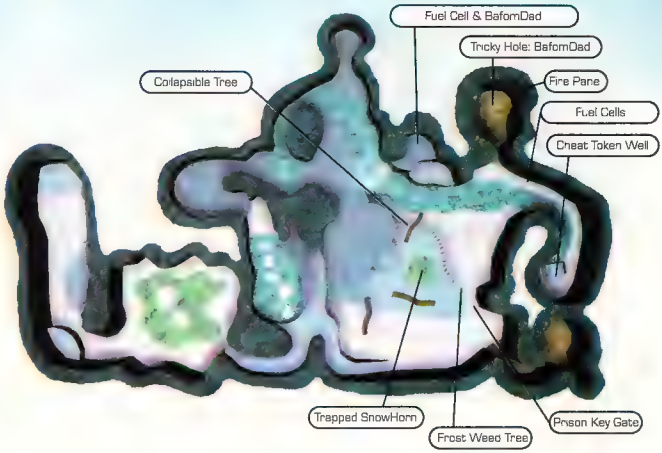
SNOWHORN WASTES

•FUEL CELLS•

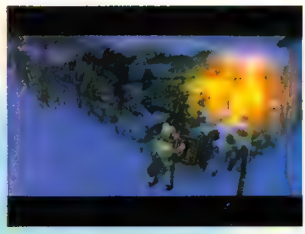
You must return to SnowHorn Wastes, and the quickest way is by going through the aqueduct again (which you can enter from the northeast part of ThornTail Hollow). This time, you need to have Tricky Stay on the Pressure Pad to hold the gate open while you go up and put your Staff in the hole, changing the direction of waterflow.



As you swim across, stop at the shallow part in the middle, and use your Boost Pad to get up to a ledge with a bunch of Magic Gems. From the ledge, shoot the Fire Panel on the opposite side to open the gate, which holds two Fuel Cells.



Use your key at the gate immediately across from the aqueduct exit, and enter the central part of SnowHorn Wastes for the first time.



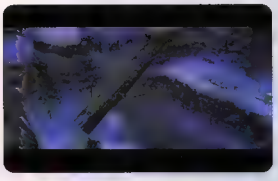
FUEL CELLS · BAFOMDADS

Head north toward the icy river. Cross to the other side by jumping onto an iceberg that floats downstream from time to time. Get off the

iceberg (or swim if you missed it) toward the end of the river. There you find the SnowHorn Wastes Cheat Token Well and a Fuel Cell atop a small hill.

Near the hill is a small cave full of Snipluks. While you contend with them, have Tricky dig up a BafomDad from the Tricky Hole. Shoot a Fire Panel at the top of the cave to make another pair of Fuel Cells appear where the last one was.

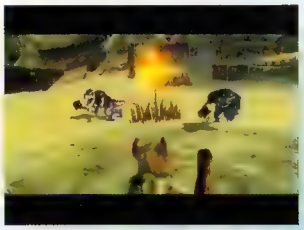
Continue east to the part where an enemy snipes at you from a tree. Shoot at him with your Fire Blaster, and the whole tree fall, creating a bridge across to another BafomDad (in a crate) and two Fuel Cells.



FROST WEED FOOTBALL

In the center of the new area, you find a SnowHorn encased in ice. He needs three Frost

Weeds, which grow on a tree just downhill from there. The tinsel-like weeds fall down if you hit the tree, and you can dribble them to the SnowHorn or simply let his natural suction pull them up to him. Of course, it won't be quite that simple. Six SharpClaws attack immediately, and do everything in their power to destroy the Frost Weeds before they can reach the SharpClaw.



Eradicate the SharpClaws first so they can't interfere. When they're out of the picture, hit the tree from the bottom, and make sure the Frost Weeds arrive safely at the SnowHorn. You can also use Tricky's "find" command and Tricky will deliver the Frost

Weeds to Gerunda Te.

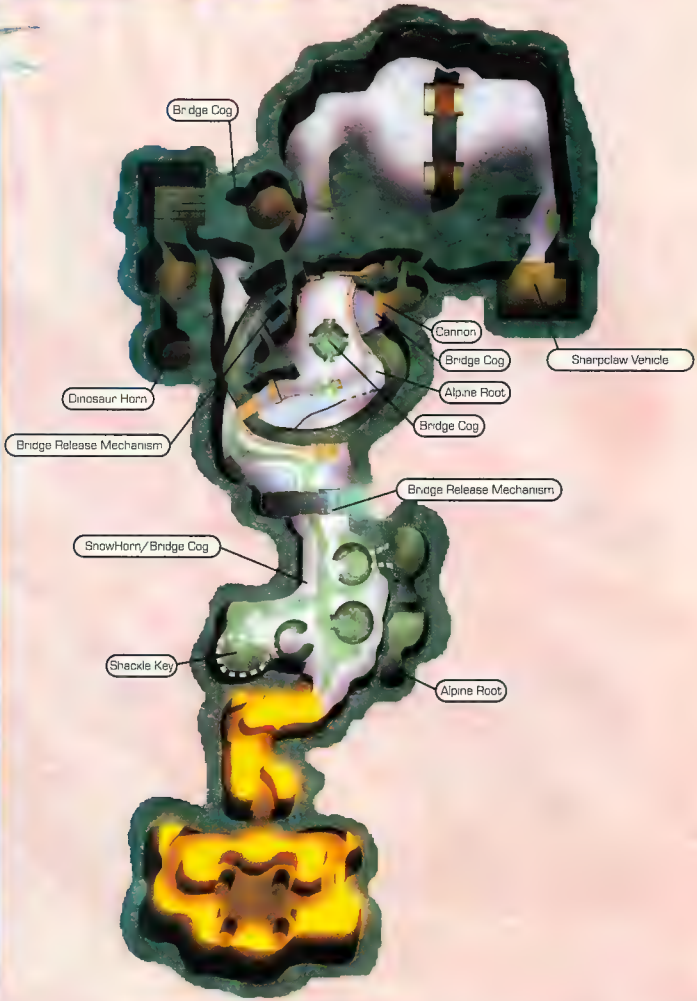
After freeing the SnowHorn, Fox is told to return to his Arwing and blast off to the Darklce Mines.

DARKICE MINES (EXTERIOR)

CHAPTER SIX

ARWING MISSION

There's a major asteroid belt on the way to the Darkice Mines, and the floating rocks are a lot bigger this time than they were previously. You have to modulate your speed (with the X and Y Buttons) to get at the rings in their path. Of course, that's only important if you're going for a perfect 10. There are more than enough rings in asteroid-free corners and grooves to get your three rings without taking any unnecessary risks. Note that for the first time, there are floating rings with X's in them, which you must shoot before they'll turn into true Gold Rings.



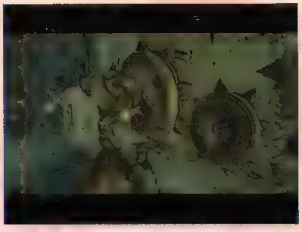
1 Your Arwing lands on a small pillar surrounded by lava. If you've taken damage, break open the crates around your ship before you proceed down the path. Some parts of the path crumble, so move quickly or you may end up taking a dive. (If you do, you'll respawn with the same amount of health at the Arwing.) Shoot down the flying green baddies as soon as they appear so they don't have the opportunity to knock you in.

2 As you enter the snowy

main area, you see a Tricky Crack on a wall to your left. Have Tricky open the path for you with the Find Secret command, then crawl into a small cave full of SharpClaws. Kill them to release a Life Force Door, and you'll find a chest with the Shackle Key just beyond it.

3 If you continue along the left wall back in the snowy area, you come across a shackled SnowHorn. Free her with the Shackle Key, and he'll give you a Bridge Cog.

4 Continue north to the river, where you see a clockwork bridge-release mechanism beneath the waterfall. To get to it, climb down the cracked wall and across the ledges, or jump into it from above. Sure enough, it's missing a cog — pop in your Bridge Cog, pull the lever, and a bridge appears over the river.



5 Climb back up, and cross the new bridge to the north. Continue northwest, and you come across a pair of SharpClaws tormenting a SnowHorn. Defeat the attackers, and the SnowHorn will teach Tricky the Flame command. He'll offer to help you further if you can bring him food: two Alpine Roots.

6 Cross back south across the bridge and look for a mine shaft encased in ice southeast of the bridge. Have Tricky use his Flame command to melt the ice, revealing a cave with a small campfire.

7 Have Tricky Flame the campfire, melting the ice on which it rests. Drop into the hole it reveals to a lower level of the cave. Clear out a few Snaplaks, and melt another block of ice to reveal a Tricky Hole.

FUN WITH FLAME

The Flame command is essential for solving all sorts of puzzles, and it's also amazing in combat. Just tell Tricky to Flame, and maneuver your foe into the blast. The foe will take a ton of unblockable damage, and his defenses will drop so Fox can get in on the action, too. Of course, the flame can hurt Fox, so be careful.

8 Give Tricky the Find Secret command, and he'll dig up an Alpine Root. Push the block down to the hole from which you fell, and use it to climb back up.

9 Cross back over the bridge and drop into the long gulch to the north. You can grab some life-replenishing items from the crates beneath the wood platform, and you find GrubTubs and a Magic Plant if you climb up the other side.

10 Follow the gulch to the northeast, dodging rolling boulders, and melt the ice wall at the end. Inside, you find a Tricky Hole where you can dig up another Alpine Root.

11 Feed both Alpine Roots to the SnowHorn that was assaulted by the SharpClaws, and then climb onto the platform by the SnowHorn's side. Press the A Button and go for a ride.

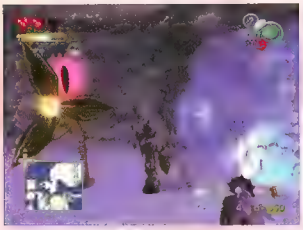
12 Head north along the west wall, and use the SnowHorn's tusks (with the A Button) to bash down the gate at the end. On the other side you find another platform, where you can dismount your SnowHorn.

13 Flame the ice door to the northwest, and go inside. You find a Magic Plant and a platform. Ascend the platform and enter the stone keep, where you find another clockwork bridge-release mechanism, this time missing three cogs.

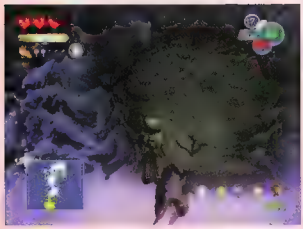
14 Use your Rocket Boost on the Boost Pad, and ascend to the alcove on the edge. Jump across the platforms to the other part of the keep, and head through a short tunnel to the cannoneer's room.

15 Vanquish the cannoneer, hop onto the cannon, and use it to defeat the SharpClaws that emerge from the igloo-shaped fort in the center of the field. When the last one dies, the Life Force Door opens, but you aren't finished yet. You also need to fire a cannonball into the giant X under the ledges, and blow open yet another cave.

16 There's one Bridge Cog behind each of the three doors you opened: the Life Force Door, the Igloo Fort, and the X Door. Ignore all the weird stuff that's just past the X Door (a Horn Pad, a SnowHorn Platform, and the blanket of fog), because all you want now is to have Tricky melt the ice door and grab the Bridge Cog.

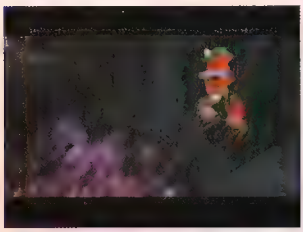


17 Pop your cogs in the bridge (you must put each one in the correct slot), and pull the crank. A bridge appears over the northwest part of the gulch. The bridge leads you to a Tricky Crack, which Tricky can burrow through, revealing a cave with an intricate furnace.



18 Shoot the Fire Panel against the wall (over the door with the plaque, and to the left) to start a one-minute timer. Have Tricky use Flame on each of the four grates in the furnace before the time runs down.

19 If you can light all four furnaces in that one minute, the door opens, and Fox has to make a leap of faith onto a fairly obvious hidden bridge. On the other side, you find the Dinosaur Horn encased in a block of ice. Use Tricky's Flame to melt it and grab your prize.



20 Return to the Horn Pad you found past the X Door, and blow on the Dinosaur Horn. A SnowHorn appears at the platform, and you can go for a ride.

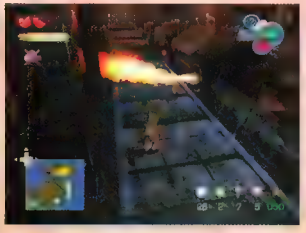
21 The SnowHorn can survive the heavy blizzard, but you need to pick up frequent Alpine Roots to keep him going. You can't explore much, but there isn't anything to find here anyway. Just follow one of the root paths to the end, use the SnowHorn's tusks to bash down the door, and say goodbye to your big furry friend at the platform on the other side.

22 Beat down a pair of SharpClaws in the cave beyond to open a Life Force Door, and hop onto the SharpClaw vehicle. Drive it through the tunnels, down the gulch, and into the Darkice Mines Interior.

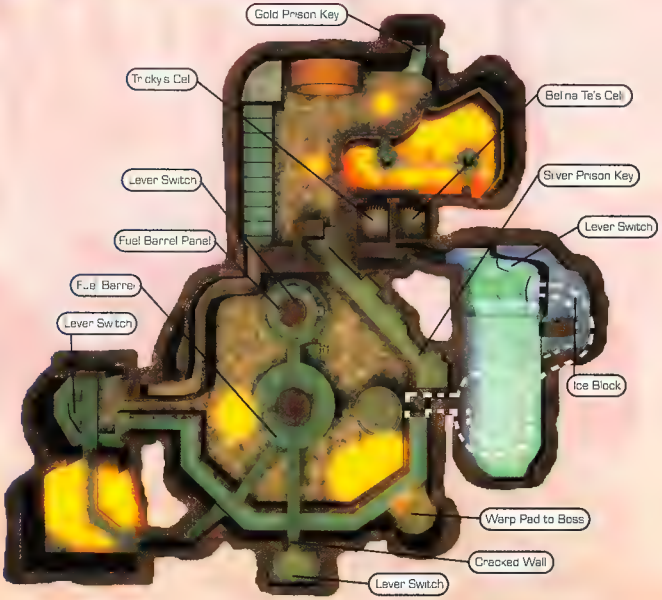
DARKICE MINES

CHAPTER SEVEN

1 After your vehicle race, you end up on a conveyor belt. Dodge the flames and eliminate the SharpClaws nearby to open the Life Force Door in the northeast. (There are three SharpClaws total, scattered widely in this large room.) Open the door, but don't go through it quite yet.



2 Use your Rocket Boost on the Boost Pad in the south part of the room, and crawl through a ventilation shaft. Hang a left and dodge the boulders by heading into the alcoves whenever one passes (or use your R-Button shield to become momentarily invulnerable). The last alcove has a flame jet that you can extinguish by shooting the Fire Panel on the doorway.



Inside, you find the Silver Prison Key that opens the door to Tricky's cell.

3 Head through the network of catwalks and spinning flame jets in the east of the main room, and use your key on the silver lock to free Tricky. Grab a PukPuk Egg in his cell before you go.

4 Now head through the Life Force Door, and use Tricky's Flame command to melt the ice behind it. At the end of the passage, you find the other Prison Key. Return to the prison block, use the key on the gold lock, and free Belina Te.

5 You can't follow Belina Te the way she went, but her

crazed tunneling does reveal a Tricky Crack. Burrow through, and you end up at a chilly ice lake.

6 Use your Fire Blaster to shoot down the stalactites, which turn into icebergs you can jump across. Use the icebergs to jump across to the lever switch, and insert your Staff to lower a gate that creates an endless supply of floating icebergs in the higher part of the lake.

7 Run along the ledge, obliterate the Snaplak, and use the Boost Pad to get to the higher level (in the south). Carefully jump across three rows of icebergs (the ones in the middle go fastest). If you miss, you have to swim down the waterfall, pull yourself up, and repeat the process.

8 When you make it across to the cave on the other side of the higher lake, you find a couple of crates and a sliding Ice Block. "Push the Ice Block down into the lake, creating a new iceberg." Climb down to it, and jump from there into the passage in the east, which loops around and connects with the large room in the south part of the building.

9 Demolish the pair of SharpClaws (if you want), and you end up on a network of conveyer belts. You can use your X Button to roll right under the flame jets and make it through this part quickly. At the end,

touch base with Belina Te, and head east into the lower floor of the large room.

10 Climb up the ladder in the north-central part of the room, between two of the giant spiral pillars. Grab the Fuel Barrel and run it up the spiral bridge, dodging left and right to avoid the falling barrels, which careen from side to side along the catwalk.

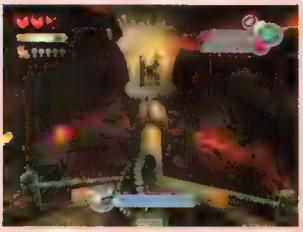
11 When you get to the top, head left to the second circular catwalk, and set down the barrel on the Fuel Barrel Panel on the other side.

12 Climb up the far side of the ladder and go around to the other side of the catwalk with the ladder, where you find a lever switch. Use it, and an automated winch brings the Fuel Barrel up to your level.

13 Pick up the Fuel Barrel and run it across the other catwalk, to the south. Hurl it at the crack at the end. Use your Staff in the lever switch behind the crack to lower the bridge. Grab a pair of PukPuk Eggs near the switch, and head back to the ladder.

14 Run across the bridge, past the hole where the barrels come from. Follow the rolling boulders around the circle, and use the lever switch at the end to activate another bridge, this time connecting the central spire to the east spiral.

15 Defeat the cannoneer, and hop into the cannon. As before, all you need to do is shoot at the X's, but there are two of them this time-one on each of the two tall pillars.



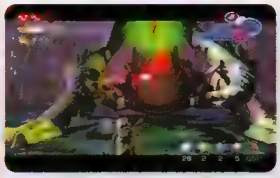
16 After you destroy both X's, a bridge appears across the lava pool in the southeast corner of the room. Smash the crates to fill up on health, hop into the Warp Pad, and away you go.

BOSS GALDON

When you enter the room, you find Galdon encased in ice. Fill up on recovery items and Magic Gems while you can, then use Tricky's Flame command to melt the ice. Predictably, the SpellStone doesn't slip from his grasp. Instead, it goes right down the gullet, and you have a boss to fight.

His first weak point is his little stump of a tail, which you can whack with your Staff whenever he bends over. Once you hit it enough to wear down the heart, Galdon picks you up and gobbles you down. Attack the SpellStone in his dangling tonsil thing, and he'll spit you right back out.

Now his weak point changes to his chest. Y Assign the Fire Blaster, stand far away (but not so far away that you're out of auto-targeting range), and shoot him repeatedly in the chest when he starts sucking in green breath to do his power attack. If you're far enough away, but not too far, the Fire Blaster automatically targets him, but you're out of range of his attacks. If you can't take him out in



one full energy bar, recover your Staff Energy with the Magic Plants at the edge of his room. Once again, he gobbles you down when you destroy the heart, and you have to do another easy battle with the tonsil-like appendage to earn your SpellStone prize.

THORNTAIL HOLLOW

CHAPTER EIGHT

LIGHTING THE BEACONS

Upon your return to ThornTail Hollow, you find the ThornTails are all in a tizzy about the fact that their beacons have been extinguished. It doesn't look any darker to me, but what the heck–let's help them out.

Head to the Fire Weed Tree (the one that looks like its branches are on fire), and give it a good whack to knock off the flaming Fire Weeds. Run after the weeds, and hit them with your Staff (be careful-they can also burn Fox) to add them to your inventory. You can only carry three, but that's how many beacons there are anyway.

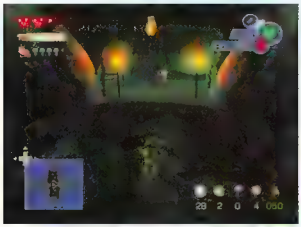
The first one is in the central-east part of the map, on the ledges above the entrance to the Queen EarthWalker. "Set a Fire Weed on the beacon, then light it with Tricky's "Flame" command. Repeat the process

at the other two beacons: One is in the far southwest (where the path leads to LightFoot Village), and the other is near the WarpStone. After you light the third and final beacon, a ThornTail gives you the Moon Pass Key.

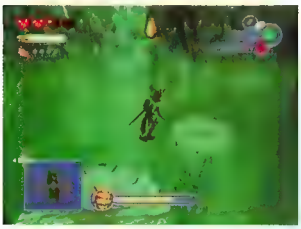
THE ROAD TO MOON MOUNTAIN PASS

The passage to Moon Mountain Pass is in the north-east corner of ThornTail Hollow. Avoid the MushGus, plant a Bomb Spore at the Planting Patch, and detonate it to open a path.

Your first obstacle is a little passage with a sinkhole that collapses when Fox runs over it.



You end up in a cavernous pit where toxic gases sicken Fox if he can't get out in time. Jump across the two platforms to the north when they're at their lowest point, and an air vent at the end floats you back up top, where the air is sweeter. Continue north to the pass.



MOON MOUNTAIN PASS

CHAPTER NINE

A WARM SHARPCLAW WELCOME

·FUEL CELLS·

As you enter Moon Mountain Pass, a pair of SharpClaws atop the fort spot you. They send a cascade of bouncing barrels down the path. Run toward the pillar in the center, which blocks most of them, and then run along the right wall to get the first Fuel Cell. From there, head

toward the safety of the second pillar, and then along the left wall to get to the fort.

Use your Moon Pass Key at the door beneath the fort to open a passage to the other side. You can continue traveling east, but your way will be

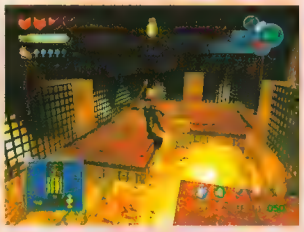
blocked by a Life Force Door. Instead, turn around and climb into the fort. Grab a second Fuel Cell, then head into the room at the south end. There you'll face a normal SharpClaw and an axe-wielding Giant SharpClaw. Knock off the little guy so you can turn your full attention to the big one, as he's the toughest enemy you've fought yet. Stand close and wait for him to attack, then unleash a kick-based combo. (He'll block the flip every time.) When he falls, the Life Force Door at the entrance to Volcano Force Point opens.

VOLCANO FORCE POINT TEMPLE

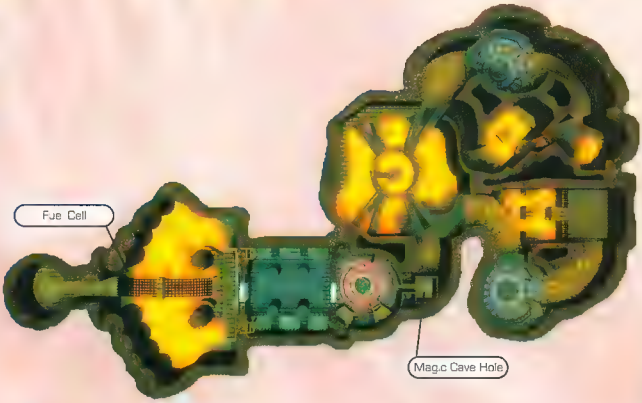
VOLCANO FORCE POINT

·FUEL CELLS·
·BAFOMDAD·

1 The first room in the Volcano Force Point dungeon has a lava pit and three retracting platforms. Patiently wait until the platforms retract and pop back out, then jump across the three platforms when they're fully extended. You should have plenty of time to clear the gap easily.



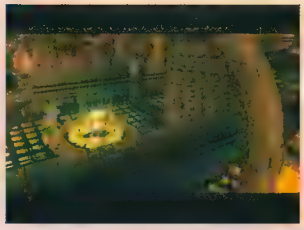
2 In the next room, drop down the vertical flame vent (preferably when the fire isn't blowing), and then dash across one of the bridges. Avoid the flaming bats, because you can't defeat them yet.



3 At the north end of this map, you see various treats locked behind gates. You can use your Staff on a lever switch to open one of them and get a BafomDad. You have to leave the other two panels for now.

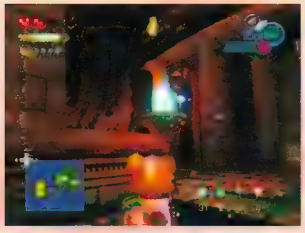
4 Turn and run up the conveyor belt, dodging the fallen barrels and flame jets. At the top of the belt, head east and leap across a chasm, then climb the wall on the other side. This takes you to the bridge at the front entrance to Volcano Force Point.

5 Set your SpellStone in the hole at the gate to open the door. You can now cross the bridge, but the front gate is still locked. Crush the shield-wielding



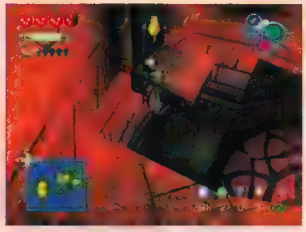
SharpClaw so he won't interfere with the next puzzle. (He'll lower his shield as he attacks, giving you an opening for a combo.)

6 Stand on the bridge so the multi-colored torches are between you and the glowing orbs set into the wall on either side of the door. When the right flame turns green, shoot the green orb through it with your Fire Blaster. Do the same thing on the left side, shooting the blue orb through the blue flame.



7 After the orb puzzle, set your SpellStone into the hole in the door. Run toward the Life Force Door in the first room, then turn around to make a quartet of SharpClaws appear. Two of them are the standard variety, but two others have shields, so you need to wait for them to strike first (or just have Tricky torch 'em). When you send all four to their doom, the Life Force Door opens.

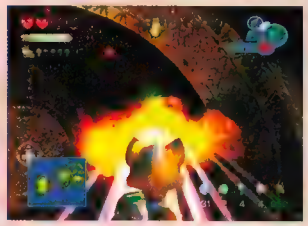
8 Have Tricky use Flame to light the two furnaces, making retracting platforms appear on the second floor. The Magic Cave hole that is your target is just to your left as you climb to the second floor, but debris blocks the way. You must take the long way around, by running through the ledges on the second floor of the room where you fought the SharpClaws.



9 Ascend to the outside balcony that faces the bridge area, and go back through the upper-floor catwalks on the north side. Jump across the retracting platform, and go through a small doorway that leads to a Magic Cave hole. There, your Staff is infused with the power of Ice Blast.

10 Retrace your steps, using your Ice Blast to douse all the red flames on the way. All four are in the corners of the room with the retracting panels, so it's quickest to do the two outside the Magic Cave hole, fall down, then climb up the ladder and get the two on the other side.

11 When you've doused the four torches, the elevator platform in the center of the room is activated. Take it down to the lower floors of Volcano Force Point. Follow the path it leads you to, taking the time to Ice Blast all the flaming bats you pass. Vengeance is yours, at last!



12 When you enter the large central chamber, put the SpellStone in the slot directly in front of you. That opens the

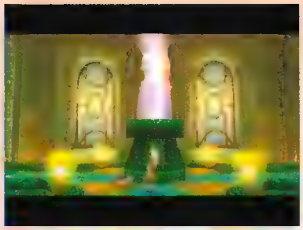
door next to the one you used to enter. Go back toward the door from which you came, ice the flaming panel to your left, and go through the door that the SpellStone opened.

13 Dodge more flame jets, strike down more flaming bats, and fill up on healing items from the crates before you step onto the next elevator platform. When you get to the upper floor, take either ladder up to the rim above the path, and douse all of the red flames to unseal the door. Now when you go down the path, you find the door unsealed.

14 More Giant SharpClaws! Instead of battling them directly, you can maneuver them into the flame jets for an easy victory that opens the Life Force Door. Or, you can take the opportunity to try out your new Ice Blast in combat. Ice 'em up and shatter them with your staff.

15 Jump across the sliding platforms in the next area, then turn around at the end and shoot the Fire Panels on the two sliding platforms. This stops the sliding, allowing Tricky to follow. Have Tricky use Flame on the furnace to open the door, and emerge into the second floor of the Force Point Temple's central chamber.

16 Hop into the Warp Pad in the middle, and pop your SpellStone into the central pillar at the designated spot. Afterward, you warp back to the main bridge from which you entered the temple.



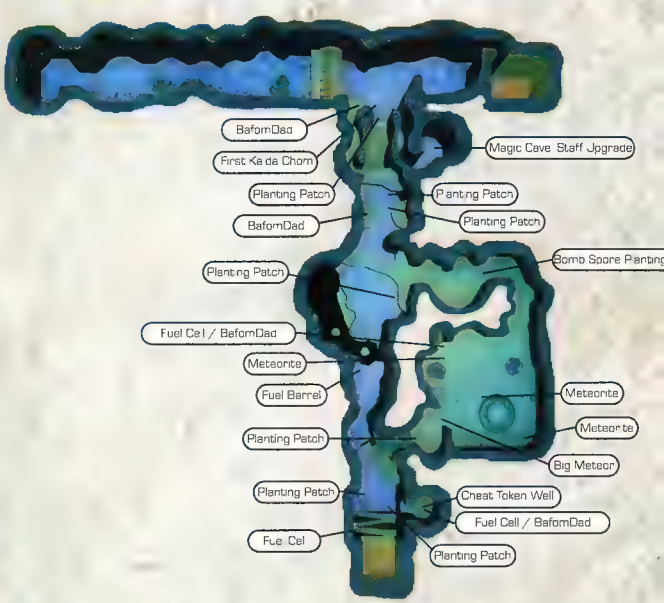
17 Return to Moon Mountain Pass by retracing steps 1 through 4 in reverse. Note that at point 3, you can now use your Ice Blast to douse the flames by the middle gate. Hit the switch to lift the gates, and grab two more Fuel Cells.

MOON MOUNTAIN PASS

CHAPTER ELEVEN

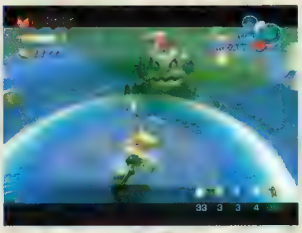
THE KRAZOA SPIRIT'S BOON

As you pass back through Moon Mountain Pass, you witness a new event in which the Krazoa Spirit that Krystal freed appears before Fox and offers him a new test. For now, ignore the new Kalda Chom enemies, and enter the cave that the Krazoa Spirit opens. Inside, you find a Magic Cave hole, where Fox's Staff is infused with the Ground Quake power.

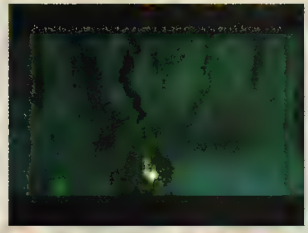


KALDA CHOMS AND MOON SEEDS

Now it's time to deal with that Kalda Chom. Use Ground Quake to stun him and send him spinning. While he's spinning, hit him in the back twice to finish him off. (Ground Quake him again, and repeat if necessary.) The Kalda Chom gives up a single Moon Seed. Use the Magic Plants in this area to fill your magic energy bar, and destroy the Kalda Chom whenever he returns, filling your pockets with as many Moon Seeds as possible.



Plant one Moon Seed in the moss by the crack along the east wall (just south of where you got the Ground Quake), and then instruct Tricky to use his Flame. A Moon Seed Vine grows up the side of the cliff, allowing you to climb up and proceed south down the pass. Your goal is to get to the Krazoa Shrine at the south end of the path, but a large pit in the



center of the road forces you to take a detour.

THE SOUTHERN PATH

·BAFOMDADS·

The next Moon Seed Patch leads to a tunnel back to the fort. We have no intention of returning to the fort right now, but take the tunnel anyway so you can pick up a BafomDad at the end.

Plant a Moon Seed in the next path. The vine takes you to a ledge with a Magic Plant, from which you can jump across to another ledge with a Bomb Plant, a Kalda Chom, and another BafomDad. Fire Blast

the Bomb Plant before you use your Ground Quake, or the quake will set off the Bomb Plant, and you'll get caught in the blast. After you get the BafomDad, jump across ledges to the south (or take the fourth Moon Seed Patch) to get to the path that leads west. Drop a Bomb Spore at the crack to blow open a hole.

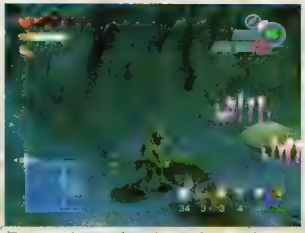
THE MOON MOUNTAIN METEORITE

·FUEL CELL·
·BAFOMDAD·

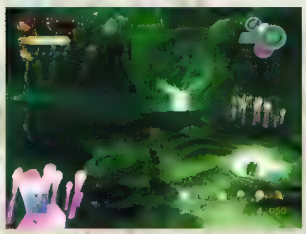
Travel along the right wall, to the northwest corner of the southeast part of the map, and grab a Fuel Cell and a BafomDad in a crate. Have Tricky dig up a Tricky Hole near

there to reveal a Meteorite. Pick it up and carry it to the little green craters near the meteor-impact point. Drop the Meteorite on one of the three green spots farthest from the large meteor that blocks your way. One down, two to go.

Douse the orange flame just outside of the meteor's path to reveal a second Meteorite, and then have Tricky dig up another Tricky Hole in the southeast corner of the same area to find the third Meteorite.



Carry these back and set them down in one of the remaining three green spots farthest from the meteor. If an enemy hits you and the Meteorite you're carrying detonates, you can pick up another one where you found it originally. When all three are in place, the big meteor rises, allowing you to pass.

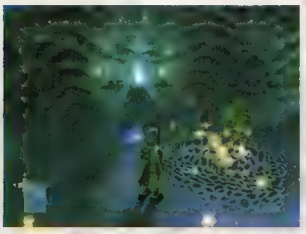


THE ENTRANCE TO KRAZOA SHRINE

FUEL CELLS
BAFOMDAD

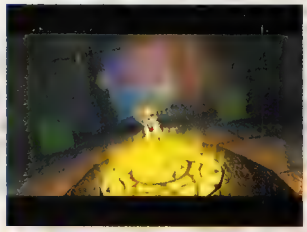
Use another Moon Seed to open a path that takes you back onto the south road of Moon Mountain Pass, south of the impassable pit. Follow the switchbacks, and plant another Moon Seed at the south wall to proceed.

On the switchbacks that rise at the south end of the pass, plant yet another Moon Seed to make a vine that leads to a room with a Fuel Cell, a BafomDad in a crate, and a Cheat Token Well. To the right



of the entrance to the shrine, don't miss the second Fuel Cell. When you're ready to go, fill up on healing items from the

crates, and take the Warp Pad to the Shrine.



THE KRAZOA SHRINE

Go up the stairs, swim across the pool, and Ice Blast the flame. When you get to the small ledge between the water and the pit, turn around and shoot a Fire Panel to fill the next pit with water. Take a right to a room with a pit (which has

some SharpClaw Crates at the bottom) and cross the thin bridge, avoiding the flame jets. After that, turn around and shoot the Fire Panel to open

the gate that leads to the Krazoa Spirit and the Test of Combat.

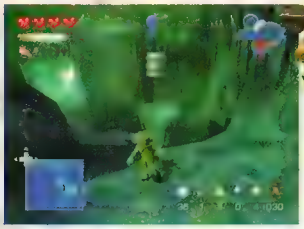
THE TEST OF COMBAT

In this test, you get 3:30 on the clock to fight 10 SharpClaws. (There are only five at a time, but new ones join in when you defeat their friends.)

When your foes begin to crowd you, just sweep around with your Freeze Blast, and start smashing.

THE RETURN ROUTE OVER THE PIT

The large meteor will prevent you from returning the way you came, so you'll need to find another way out of Moon Mountain Pass. Fortunately, there is now a way to cross over the bottomless pit Go north from the Shrine entrance, and you'll notice a bunch of WindSpouts in the pit. Pick up the nearby Fuel Barrel, and toss it onto a ledge in the



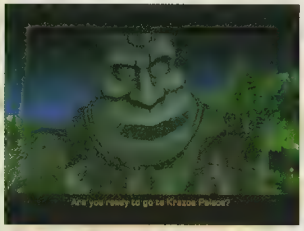
pit. Use the WindSpouts to jump to it, and then pick it up and hurl it into the porous wall on the ledge to the north. The wall crumbles, revealing an air vent that takes you to the upper part of the south road. From there, dash back through the fort, down the hill, and into ThornTail Hollow.

KRAZOA PALACE

RETURN TO KRAZOA PALACE

•BAFOMDAD

1 Speak to the WarpStone in ThornTail Hollow, and have him send you to the Krazoa Palace.



2 Collect a bunch of Fireflies from the crates, then turn your attention to the pack of SharpClaws guarding the Life Force Door. A Fuel Barrel in the corner helps make this an entertaining battle, but standard techniques work well, too.

3 Use a Firefly, grab the Fuel Barrel (it's timed), and run up the catwalk along the right wall. Follow the catwalk as it turns left, then break off from the right wall and turn left, which takes you a dead end.

4 From the dead end, face southwest and toss the barrel against a distant crack in the wall, along the floor.

5 Don't miss the BafomDad in the crate nearby!

6 Head through the crack, and shoot the Fire Panel to get the flames moving. Grab the Fuel Barrel, carefully run along the sides to avoid the flames while they're farthest apart, and toss the Fuel Barrel at the crack in the door.

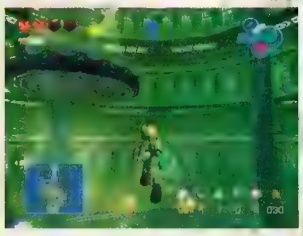
7 In the next room, repeat the puzzle in which you shoot the colored orbs through the colored flames with your Fire Blaster when the colors match. Then turn your Fire Blaster on the flamethrower to destroy it.

8 Bring in the same Fuel Barrel you used last time, and set it on the Pressure Pad in front of where the flamethrower was.

9 Run south through the door that the Pressure Pad holds open. Defeat both SharpClaws, then step on the brown elevator to rise to the Krazoa Palace's central area.

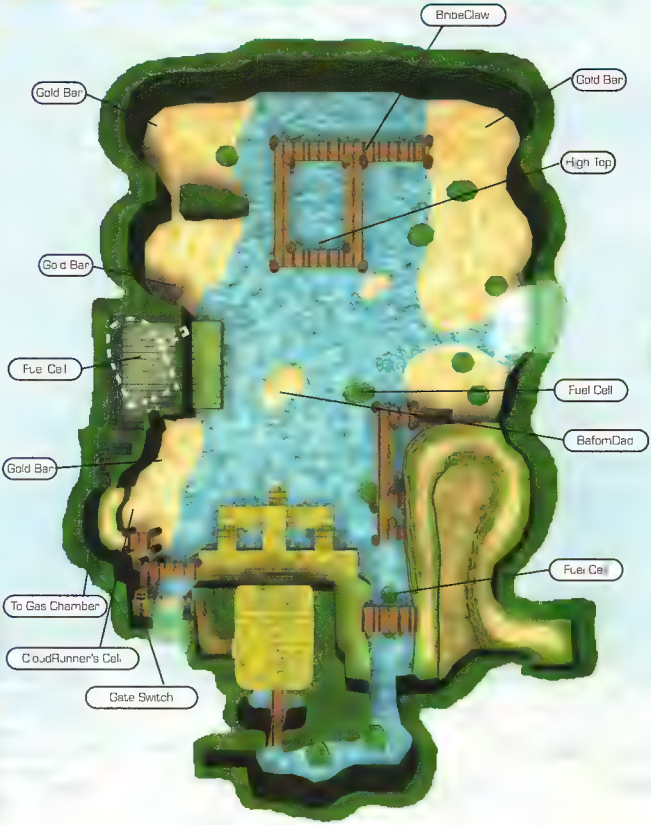
10 Ride the center air vent, then the top one, and you'll land on the top floor of the Krazoa Palace's central chamber. Ignore the other floors for now.

11 Approach the center pedestal. After the intermission, go to the emergent Krazoa's head, and press the A Button to release your Krazoa Spirit.



CAPE CLAW

After releasing the spirit, you return to the WarpStone's waiting arms. The WarpStone presents you with the 100-Scarab Bag, and Peppy calls in to suggest that you head to Cape Claw. To get to Cape Claw, follow the signs that point to LightFoot Village, which is southwest of ThornTail Hollow. When you get to the woods on the outskirts of LightFoot Village, talk to the Gold Scarab Statue and pay it 60 Scarabs to open the gate to Cape Claw.



TREASURES IN THE WOODS

FUEL CELLS BAFOMDAD

Use the Boost Pad against the wall in the woods outside of LightFoot Village. It takes you to a series of ledges that loop all the way around the area. You find a BafomDad on the way, and two Fuel Cells at the end of a ledge that you can easily jump to.

THE CAPE CLAW MAZE AND PIT

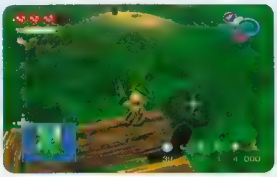
The gate the Scarab opens leads to a simple maze, which you can easily beat by following either the left or right wall to the end. At the end is a pit with a series of ladders that leads six floors down. You don't need to go any farther down than is necessary to get to the southern passage on the map; however, there are three Fuel Cells laying at the very bottom of the pit.

To get to the pit's southern path, simply climb down the ladder from the surface, then go down one more level, loop around the ledge to the other side (ignoring the ladder farther down), and climb up the ladder at the end. The southern pass takes you directly to the hills above Cape Claw.

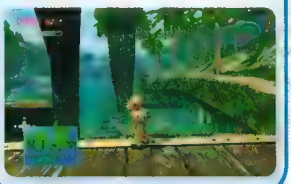
CAPE CLAW FUEL CELLS

•FUEL CELLS•

On your way down the hills to the water, you pass a wooden dock along the edge of the path. (Fox and Tricky run right past it during an intermission.) If you jump toward the water from the edge of the dock, you can land on a small island that holds a Fuel Cell.



At the end of the path from the hills is a waterfall with a Fire Panel behind it. Shoot the Fire Panel to make a bridge appear, connecting the hills and the ruins. From the middle of the bridge, look down to see another small island with a Fuel Cell on it. You can reach it only by jumping from the center of the bridge, with the waterfall at your back.



THE MISSING GOLD BARS

•FUEL CELL•
•BAFOMDAD•

The first thing to do in Cape Claw is visit the Brontosaurus-like HighTop Dinosaur in the north part of the island. There are two ways to get to him: bribe the BribeClaw (25 Scarabs), or circle around to the north part of his island and use a Boost Pad to get onto the docks, cutting out the BribeClaw altogether. The HighTop asks Fox to retrieve four Gold Bars he buried throughout Cape Claw.

The first Gold Bar is in the north part of the southwest beach, in a Tricky Hole beneath a crate where you can use Tricky's Find Secret command.

While you're in the neighborhood, visit the little cove to the

north to find a Fuel Cell in a Tricky Hole and a Scarab Rock. You also find a BafomDad on the sandy island (with the palm tree) just northeast of there.

Swim around the cape to the northwest to find another Tricky Hole and another Gold Bar. Use Tricky's Flame

command to burn through the wall of brambles north of that, opening the only path to Cape Claw's secluded northwest beach. Have Tricky Find Secret at the Tricky Hole under the little tide pool in the northwest corner.

The final Gold Bar is in the northeast corner of the north-

east beach. Have Tricky dig up the last Gold Bar, and then bring the HighTop his loot. The HighTop directs you to a switch in the southwest corner of the island, and makes a ladder appear beneath it.

CAPE CLAW'S GAS CHAMBER

Use the lever switch to open the gate, then jump across to a little stone room in the west

side of Cape Claw. There's nothing you can do here at first, but as you attempt to leave, the doors close and the room begins to fill with gas.

Push the blocks onto the gas vents, carefully sliding them into place. You have very little time to do this, so if you overshoot or undershoot as you slide your blocks, you may face a possibility of running out of air. When it gets close, climb up the platform in the corner of the room to refill your air meter.

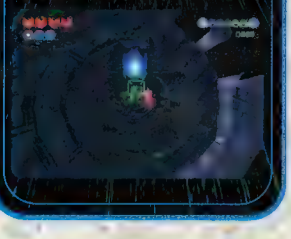
When you have succeeded in placing all four blocks and shutting off the gas, the bars to the CloudRunner's prison cell open. Go talk to her, and your path will become clear.

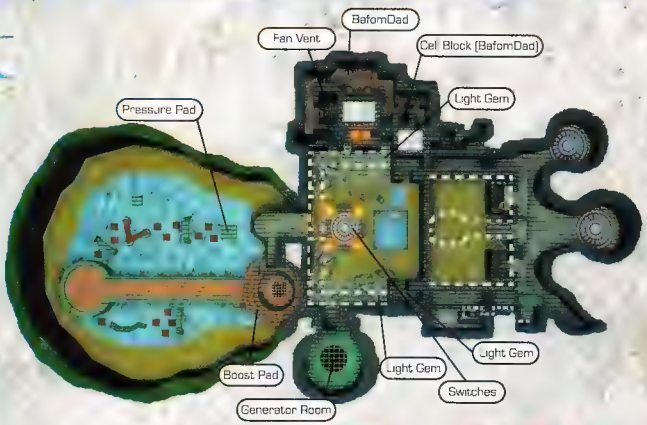
CLOUDRUNNER FORTRESS

CHAPTER FOURTEEN

ARWING MISSION 3

You must fly through five Gold Rings in this ArWing Mission, making it the toughest one yet. The trick is to never miss any of the tunnels through the large chunks of ruins in this stage—they contain a good number of Gold Rings, and you'll be in a world of hurt if you choose to dodge the obstacles outside of them. Keep an eye out for moving Gold Rings and X-Rings (which you must shoot to activate) if you want to get a perfect 10.



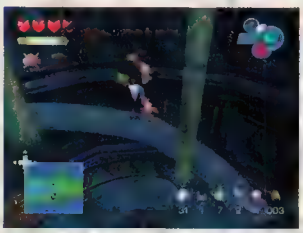


PENETRATING THE FORTRESS

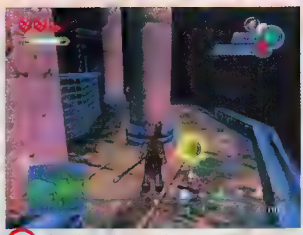
1 Smash the crates near the landing spot for some healing items, then face northeast and jump off the bridge and into the water. (The gate at the end of the landing strip is sealed tight.) Pull yourself up onto the northeast-most platform in the water, and step on the Pressure Pad.

2 A timer appears, giving you 30 seconds to jump through all the glowing loops above the floating crates and debris in the water. Follow the loops in a U around the lake, and you should have no problem making it in 30 seconds. When you jump through the last loop, a Fire Panel appears over the Fortress's front gate.

3 Fire Blast the Fire Panel, and run up the spiral platforms, then down the ladder at the end, and onto the balconies.



4 Use your Staff to open the gate. Smash the crates to reveal a Boost Pad that leads to more crates with healing items.



5 Go back to the gate you just opened, and head inside to meet up with your CloudRunner friend and some other unexpected visitors.

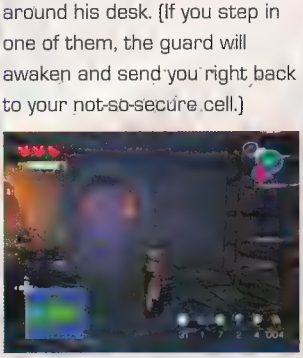
FOX'S DARING ESCAPE

·BAFOMDAD·

6 After an intermission, Fox awakens in a prison cell, without his Staff. Push out a block, maneuver it over to the window, and use the hole it leaves behind to escape into the wider cell block. Push another block up to the window to get into the other cells, where you find a BafomDad.

7 Head down the hall to the west, and talk to Gradabug, a fellow captive.

8 A guard is dozing with your Staff on his desk, but you can't get it now. Stay out of his way, carefully avoiding the puddles around his desk. (If you step in one of them, the guard will awaken and send you right back to your not-so-secure cell.)



9 Continue down the hall, and go down the stairs to a room with an inactive fan. Pick up the Fuel Barrel and set it on the vent.

10 Stand on the Pressure Pad to activate the fan under the vent. The Fuel Barrel rises, and blows a hole in the roof. Slippy then ships down the SharpClaw Disguise, a useful item that allows you to walk by enemies without being attacked. The SharpClaw Disguise can also activate SharpClaw Panels and pick up heavy crates.

Unfortunately, it uses up some of your magic energy bar whenever you put it on.

11 Put on your costume and approach the guard who has your Staff. He asks you to take over, then he leaves the room.

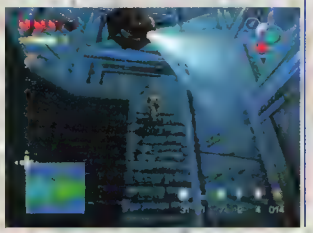
Grab your Staff and go nuts activating the lever switches to lift the cages.

12 The crate under one of the cages contains a BafomDad.

RESTARTING THE GENERATOR

13 Talk to Gradabug after freeing him; he gives you the Power Room Key, which allows you to access the fortress's Power Generator. Follow Gradabug down the hall, then shoot the Fire Panel to open a door.

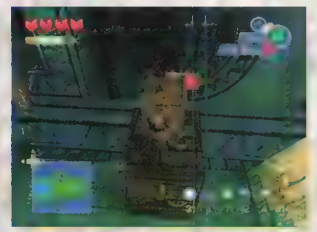
14 Climb the wall, being careful not to get caught in the Seeker's sights, or they'll zap



you for a bit of damage. (They'll let you pass if you're wearing the SharpClaw Disguise.) After climbing up three stories, you arrive at a tunnel that leads to the Fortress' central courtyard.

15 In the southwest part of the courtyard, you find the door to the Generator Room, which you can enter with the Power Room Key. You must find the three Light Gems before you can do anything here.

16 From the tunnel where you entered the courtyard, loop around the debris to your left and go past the staircase made of big crates. Smash the little crate blocking the staff switch and activate the lever switch, which will save you time later.



17 Go to the raised central area of the courtyard, which is outlined in green on your automap, and use the switches there to open gates elsewhere. The gates only stay open for a short time, so open them one by one.

18 The left lever switch opens a gate on the north side, by the lever switch from point 16. Follow the gate to the chest to find the first Light Gem.

19 The middle switch opens a gate on the second level. To get there, climb up the pile of giant crates in the southwestern corner of this area. Dodge the enemies to get to your Light Gem in time.

20 The right switch opens a gate in the southeastern corner, blocked by a flame jet. Douse the fire with your Ice Blast and use your Rocket Boost to get up to the Light Gem.

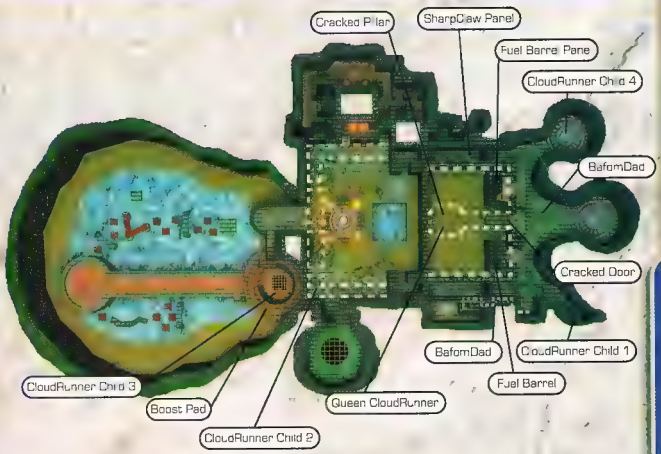
21 Put the Light Gems in the switches that match their colors before you run out of air in the Generator Room. Then talk to Gradabug again, past the debris in the northwestern corner where you first entered this area.

FREEING QUEEN CLOUDRUNNER

·BAFOMDAD·

22 Now that the power is back on, the air vents throughout the fortress are active, allowing you access to several new areas. Take the vent in the northeastern corner and continue east, heading toward the crown-shaped balcony on the east side of your auto-map.

23 At the end of the room with the three guards, a flaming SharpClaw Panel will open the gate only if Fox steps on it while wearing his SharpClaw Disguise.



24 You can jump across some crates in the central part of the east balcony area to get to a BafomDad.

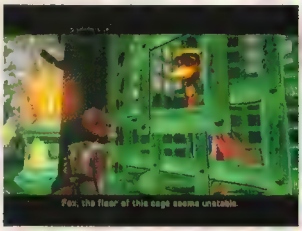
25 The SharpClaw Disguise is pretty convenient for avoiding

conflict, but you must take it off and wipe out all five enemies in this area to open a Life Force Door.

26 Past the Life Force Door is a room with a SharpClaw Barrel, a Fuel Barrel that can only be lifted by SharpClaws (or Foxes in SharpClaw Disguise). Take that to the Fuel Barrel Panel in the room two doors north of there.

27 Set it on the panel, go up the ladder, and step on the SharpClaw Panel to make a winch lift the SharpClaw Barrel to your level. Go onto the ledge outside, stand in front of the crack, and throw the barrel at the boarded-up door toward the south.

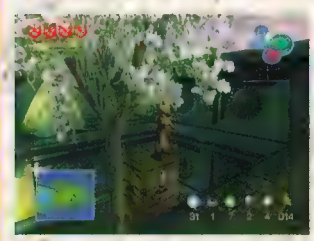
28 Inside, you find your CloudRunner friend imprisoned on the central pedestal.



29 Drop to the area below, and search for a SharpClaw Panel under a crate. Activate that to make a ladder back up appear, but don't use it until you've taken the opportunity to fill up on Magic Gems and healing items.

30 Go around the ledges to the CloudRunner's right to find and activate a lever switch.

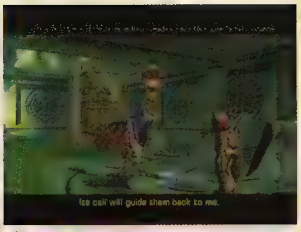
31 Then go to the CloudRunner's left and jump across the pile of crates to activate another lever switch.



32 Return to the east balcony; the middle gate is now open. Grab the SharpClaw Barrel, and throw it over the air vent.

33 Follow it to the area where the CloudRunner is imprisoned, then bring it to the cracked pillar beneath her cage and toss it into the pillar.

34 This frees the Queen CloudRunner, who gives you the CloudRunner Flute and asks you to use it to find her scattered children.



THE CLOUDRUNNER CHILDREN

35 The first child is near the piles of crates in the southern part of the eastern balcony. A timer starts after intermission, but with only one enemy to defeat, you should be able to easily save the CloudRunner in time. Approach it and use your CloudRunner Flute.

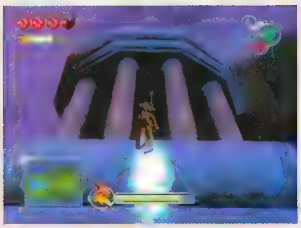
36 Go through the southernmost gate (it has a Fire Panel above it, and is the one closest to the first CloudRunner child), and run straight ahead all the way to the end. Float over the

air vent and run around the crack.

37 Dispatch the two SharpClaws to save the CloudRunner child, and then use your Flute to speak to it and reveal the next CloudRunner.

38 Fall down to the courtyard, by the pile of crates, and head in through the spaces in the rubble to get back to the front of the CloudRunner Fortress.

39 Enter the door to your left, then go right so you're facing the lake, and descend the ladder. If you haven't broken the crate here yet, do it now to



reveal a Boost Pad. It takes you to the roof, where three SharpClaws are beating up the third CloudRunner.

40 To find the final CloudRunner, go back the way you came, through the debris, past the pool in the courtyard, and enter the door in the northeast.

41 Take the air vent and go to the right; you see the CloudRunner in the distance, in the northeast part of the crown-shaped eastern balcony. Take down four SharpClaws (use Ice Blast if you need to save time), and play the Flute for the last child.

42 Go back and talk to the Queen CloudRunner. She opens the gate to the Treasure Room for you.

THE TREASURE ROOM

·BAFOMDADS·

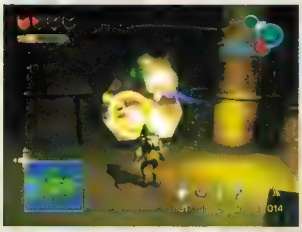
43 The Treasure Room is along the south fringe of the east balcony on a lower level. Take the ladder, and jump across the ledges to snag a BafomDad on the way.

44 Follow the path past two SharpClaws, grab some Fireflies, and then head into the rocky cave. Hit the lever switch to turn off the air vent, and proceed along the path.

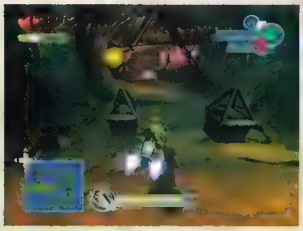
45 In the dark room, use your Firefly Lantern and go up the ledge to your left. Grab a BafomDad and a Magic Gem. Follow the path to the crack at the end. Yep, that means going back to the fortress' only SharpClaw Barrel once again.

46 Hit the switch to reactivate the air vent, and use it to return to the middle gate (near the Queen). Put on your SharpClaw Disguise, grab the SharpClaw Barrel, and toss it onto the air vent you just came up (so the Barrel is floating in mid-air).

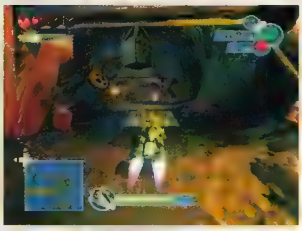
47 Take the long way back around, re-entering the Treasure Room the way you did the first time, and shut off the air vent to lower the SharpClaw Barrel again. Use your Firefly Lantern, switch back into SharpClaw disguise, grab the Barrel, and throw it at the crack.



48 Head down the ladder and prepare for a confrontation with General Scales. Fortunately, those considerate SharpClaws always bring an extra SharpClaw vehicle, just for you!



49 Your goal here is to catch up to the SharpClaw at the end with the SpellStone before you run out of time. The glowing Boost Pads on the ground both



increase your speed and refill your time, so beating this shouldn't be a problem.

50 Ignore the first two, or destroy them to get them out of the way by ramming into their vehicles. Take down the guy with the SpellStone (by hitting him five times) to clear this area.

CAPE CLAW

CHAPTER FIFTEEN

ONE MORE CLOUDRUNNER

·BAFOMDAD·

You have to take that SpellStone to the Ocean Force Point Temple, and the only place that could be is Cape Claw. You know the way there already, but don't pass up the opportunity to use your new CloudRunner Flute in ThornTail Hollow first. Use your Rocket Boost to get up onto the ledge above the entrance to the ThornTail Store, and use your CloudRunner Flute to talk to the CloudRunner up there. He'll fly up and grab you the too-high-to-reach BafomDad as a reward.

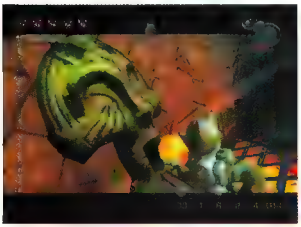
THE KRAZOA SHRINE FIRE GEM

The entrance to the temple is obviously the suspicious structure in South Cape Claw with a giant Krazoa Spirit carved into it. The way to get inside, however, is not so obvious. In the back of this structure, behind the waterfall and past the lever switch you used to open the Gas Chamber, you find a SharpClaw Panel in front of a door with a dinosaur on it. Switch into your SharpClaw Disguise and step on the panel to get into the entryway.

Swim to the pedestal just above the water level and tell Tricky to Stay on the red panel. That will raise a platform Fox can climb onto and use to jump to the lever switch. Activate the switch to open the gate behind the large waterfall in the southeast part of Cape Claw.

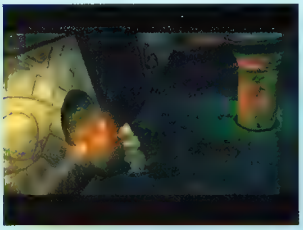
Swim into the cave behind the waterfall, fighting currents and being careful not to be sucked into damage-dealing whirlpools.

Fall down the ledge at the end, and douse the flames in front of



the bust of the Krazoa Spirit. Grab the Fire Gem from the statue's mouth, which will fill the room with water. No problem there; just swim north to a window and return to Cape Claw.

If you go back in to the mysterious structure through the SharpClaw Panel entrance, you find the water has drained. You can put your Fire Gem into one of the Krazoas' mouths, but the other one remains empty. Where's the other gem?



THE GAS CHAMBER

•FUEL CELLS•
•BAFOMDAD•

Go back to the room in Cape Claw where you had to the push the blocks over the vents while the room filled with gas. The interior is gas-free, but full of goodies: two Fuel Cells and a BafomDad in the box on the ledge.

THE LIGHTFOOT'S FIRE GEM

In the east-central beach of Cape Claw, you find a LightFoot battling two SharpClaws. Help him out, and prepare for a touching display of gratitude that ultimately results in Fox gaining the other Fire Gem.

Put the other Fire Gem in the other Krazoa's mouth, then thrill as absolutely nothing happens. The gem needs direct light from outside before the temple doors open, so there's more to do here. Use the lever switch to lower the column, and then have Tricky Stay on the panel atop the column. Go back to the lever switch and raise the column back up. That should put Tricky level with the blocked window, which he can burn through with the Flame command. Light will finally hit

the second gem, and the door to the Ocean Force Point Temple will open.

OCEAN FORCE POINT TEMPLE

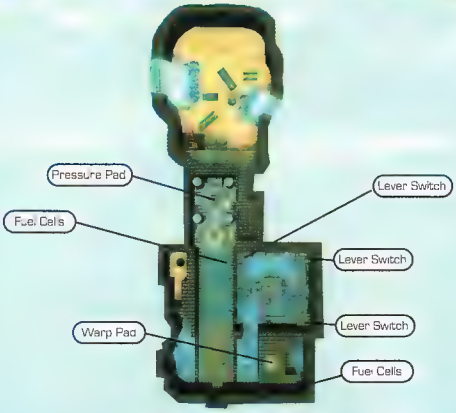
OCEAN FORCE PONT TEMPLE PART 1

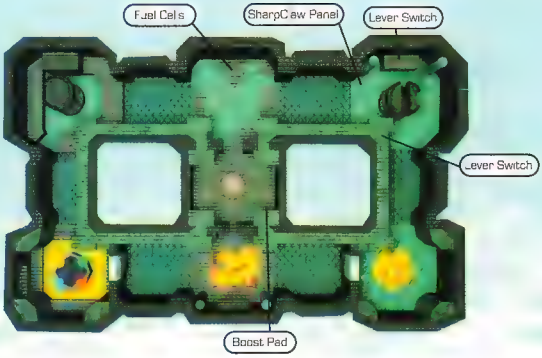
1 There is a small aqueduct-like area before you enter the Ocean Force Point Temple. Jump across to the other side of the aqueduct, then shoot the Fire Panel to raise the water level. You can now swim to either of two paths, which make a connected loop around the aqueduct.

2 In the south part of the loop, you find an alcove blocked by a wall of brambles. Have Tricky Flame through it to reveal a block, and push the block into the water.

3 Shoot the Fire Panel again to drain the water, and push the Block onto the Pressure Pad, opening the gate to the Ocean Force Point Temple.

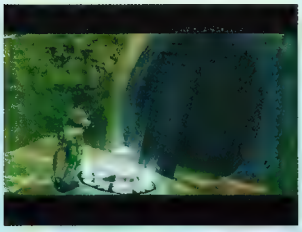
4 Cross to the scaffolding at





the entrance to the temple and climb up the two ladders to the top. Put an end to the Green SharpClaw so he won't get in the way.

5 Set your SpellStone into the blue glowing platform to turn the gate, then go down the ramp into a long chamber. There are lots of SharpClaw Crates with life recovery items here, but you must be in SharpClaw Disguise to pick'em up.



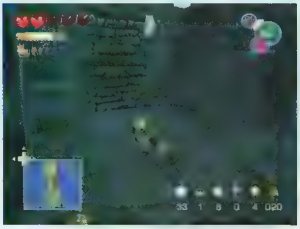
6 Have Tricky Stay on the Pressure Pad by the weird door, and note the pattern that lights up on the wall behind him.

7 As you proceed into the temple, you need to step on the blue blocks in the order suggested by the pattern on the wall. For example, if you're looking at the wall and you see that the bottom row has a white block second from the right, then when you're facing the blocks on the floor step only on the second block from the right. (Even though you're now facing the opposite direction, it will still be accurate from Fox's perspective.) If you step on any other blocks, you get shocked, and Tricky will move off the pad. When you repeat the process, a different pattern will be randomly generated.

8 Decimate two SharpClaw axe-men on the other side, then continue south down the chamber, and jump into the water to your left (east). Swim to the north, where you find a large pool where Fox can pull himself up.

9 Climb up onto a ledge, and jump from there to the weird structure above the middle of the pool. All three of the thin branching paths lead to Wall Switches. It's easy to slip off these tight spots, so keep changing your camera so you're looking straight ahead.

10 After activating the lever switches at the end of each of the three branches, swim to the south, and then along the southeast wall, until you find an alcove with a climbable wall that leads to a Warp Pad.



11 Repeat the puzzle where you shoot the colored orb through the colored flame to

activate the Warp Pad. Hop onto the Warp Pad and warp

into the second part of the Temple.

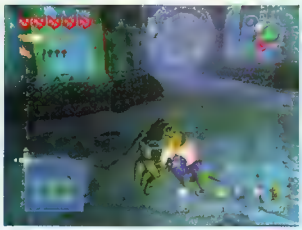
OCEAN FORCE POINT TEMPLE PART 11

·FUEL CELLS·

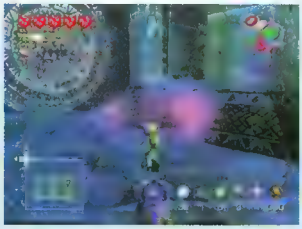
12 Go through the big double doors to the north, and jump across the ledges over the water. Smash the crate to reveal a Boost Pad. Use your Rocket Boost to reach a high ledge with two Fuel Cells.

13 Head east, shoot the enemy in the passage, and swim across to the lever switch in the north part of the same northeast room to drain the water.

14 After the water is drained, switch to your SharpClaw Disguise and step on the SharpClaw Water on the floor, which opens a door with a Stone Block behind it.



15 Activate the lever switch in the southwest part of the same room to partially open a door in the south part of the room.



16 Drag the ice block out and push it into the block-shaped crevasse in the south part of the central pillar. Climb up the block, and into a corridor through which you can run and jump to a lever switch that raises the water level. Now you can swim south through the partially open door to the south.

Have Tricky Flame through the

17 furnace grate in the northwestern wall of the southeastern room. This starts a puzzle with three minutes on the clock. Watch the rotating object in the center of the room; your goal is to douse all of the yellow flames on its edges. Shoot the Fire Panels under each of the Krazoa Statues, and they'll bend over and start blowing. Their breath snuffs out any flame beneath them, so shoot the correct Krazoa at the correct time to douse each flame.

That opens the door to the

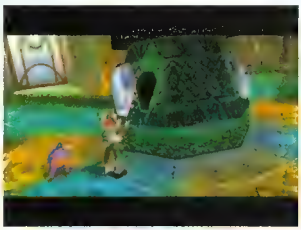
18 west, so head that direction, to the central south room. The point of the puzzle here is to blast the block

through the maze by shooting the Fire Panels on its side. Start shooting the block as shown in the screenshot. Then for every subsequent shot,

rotate 90 degrees to the right and shoot it again. Eventually it ends up in the hole at the end. Success activates the Boost

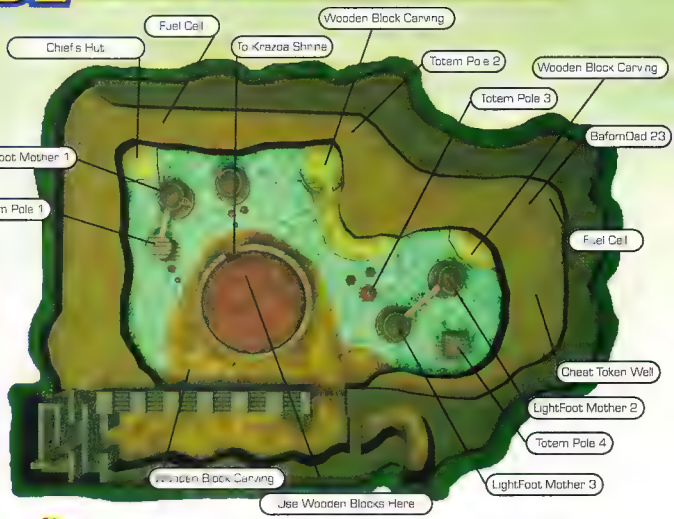
19 Pad in the central room where you began. Use the Boost Pad, then run across the upper ledge to the east. Then go north to the northeast room. Do the shoot-the-orb-through-the-flame puzzle to activate a bridge to the Warp Pad.

20 You know the drill from there – put the SpellStone in the central pillar to complete your quest.



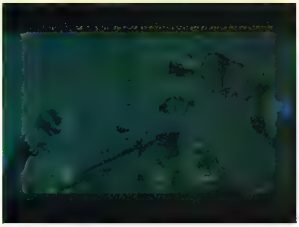
LIGHTFOOT VILLAGE

CHAPTER SEVENTEEN



MEET THE LIGHTFOOT TRIBE

Run back out of Cape Claw, toward the woods at the outskirts of LightFoot Village, where the LightFoot tribe ambushes you. Fortunately, a



nearby CloudRunner offers to help you out. Keep your eye on the bar at the top of the screen, and when the red line is in the green area, hit the A Button to have the CloudRunner torch the LightFoots. If you miss the green, Fox gets poked, but you get to try again.

After the event that follows, you're given free reign in LightFoot Village. But you can't go many places until you can raise the platforms to jump across to the huts. To do so, you must uncover the three Wooden Block Carvings.

RE-ENTERING LIGHTFOOT VILLAGE

Whenever you leave LightFoot Village, the gate closes behind you. To get in, use your Staff to hit the three trees with orange targets in closest-farthest-middle order (in relation to the gate). A LightFoot will hear the sound and open the gates. In fact, you could have done this to get into LightFoot Village from the very beginning of the game, but you'd have found the village deserted.

THE WOODEN BLOCK CARVINGS

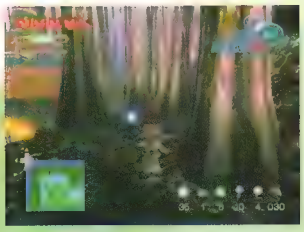
·FUEL CELL·

In the grassy part in the south, near the entrance, find the first Tricky Hole that

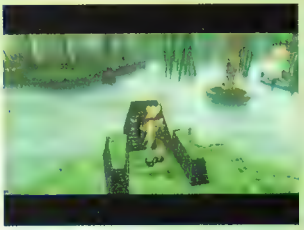
contains a Wooden Block Carving. Swim around to the northeastern part of the lake, where you find a similar Tricky Hole and the second Wooden Block Carving.

To find the final Wooden Block Carving, burn through the brambles in the north-central part of LightFoot Village to expose another Tricky Hole and a Boost Pad. Use your Rocket Boost at the Boost Pad to

reach the higher ledge around the lake, where you find a Fuel Cell.

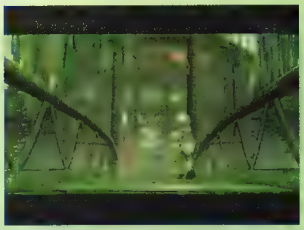


Take your blocks and climb up the ladder on the grassy keep near the Tricky Hole where you found the first block. Put the blocks in the holes that match their shapes. "Three networks of platforms will rise, connecting to the huts to the shore."



THE CHIEF'S CHALLENGE

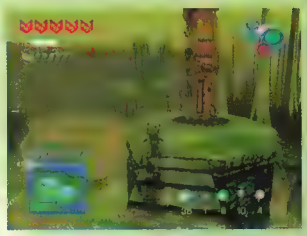
Use the left path and jump across the three pillars. Find a Boost Pad under a rock, which rockets you up to a hut. Walk across the bridge, descend the ladder, and you're right at the Chief's hut. He gives you two tests to test your worth, and if you pass both, he'll allow you to enter the Krazoa Spirit Shrine beneath LightFoot Village.



THE TRACKING TEST

This test is fairly simple. Simply run to the four totem poles in LightFoot Village, and use your Staff to activate them in the time allotted. The route shown here is the quickest, but you can do them in any order.

The first totem pole is on the higher level of the island south of the Chief's hut. You passed it on your way in – just climb the ladder and cross the bridge to get there.



From there, jump into the water, swim to the southern shore, and run around the water's edge. In the middle of the map, swim across the thin bit of water separating the southwestern shore from the northern shore. (This is much quicker than swimming directly there, because Fox runs faster than he swims.) Run through the opening in the wall where the brambles were, and Rocket Boost up to the ledge where the second totem pole is.

Run due south, fall off the ledge, and jump across the series of pillars in the water-they lead south from the northern shore. Jump across to the third totem pole.

Swim to the southern shore, and run around the water's edge to the east. Swim out to the small island (the southeastern-most one in the area) and climb the stone pillar to reach the fourth and final totem pole.

FIND THE LOST LIGHTFOOTS

•FUEL CELL•
•BAFOMDAD•

Once you've passed the two tests and become an honorary member of the tribe, the residents of the other huts in LightFoot Village are willing to talk with you. LightFoot children are mischievous, apparently, because three different sets of parents have lost their kids. You're rewarded if you help, but these quests are optional.

The mother in the hut on the western part of the lake has lost her children in the trees outside of town (near the trees with the targets). Hit all the trees with your Staff, and the children come tumbling out.

The mothers in the two huts in the southeast have also lost their children. The children of the mother in the northeastern of the two huts are near where you found the second totem pole. Use the Boost Pad to get up there and corral them into the blue energy field.

The mother in the other of the two southeastern huts has lost her babies "underground." You find them on the top floor ring of the Krazoa Shrine. Herd them into the blue energy field.

After helping the first mother, she'll reward you by opening the treasure room on the middle island, which contains only healing items.

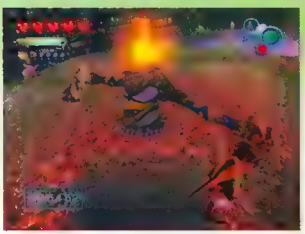
After helping the second mother, your rewards (more healing items), appear on top of the grassy keep where you used the Wooden Block Carvings.

After helping the last mother, whose babies were lost underground, you get the real prize. She'll activate the Boost Pad along the south wall of Lightfoot Village. You can use that to get to a BafomDad, a Fuel Cell, Scarabs, FireFlies, and the LightFoot Village Cheat Token Well.

TEST OF STRENGTH

This is an old-school button-mashing game, where all you have to do is hit the A Button fast enough to knock MuscleFoot in the pit. That may be easier said than done for some players, fortunately, it doesn't take much pressure to register a hit on the A Button, so you can register multiple hits

quickly by using your finger nail and rapidly gliding back and forth on the A Button, ricocheting between the B Button and the X Button. Once you get the hang of it, the Test of Strength will be an easy win.



THE KRAZOA SHRINE ENTRYWAY

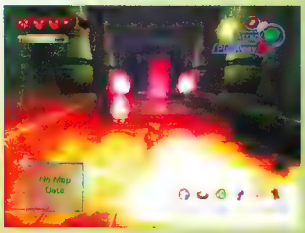
After completing the two tests, the door to the Krazoa Shrine entryway opens beneath the grassy keep where you placed the Wooden Block Carvings. Head inside, and climb

up the pile of yellow and green crates. Stand on the Pressure Pad, equip your Fire Blaster, and look at the totem pole. When a totem pole segment is facing you, shoot it to stop its movement. When all of the segments are aligned, the door to the Krazoa Shrine Warp Pad opens.

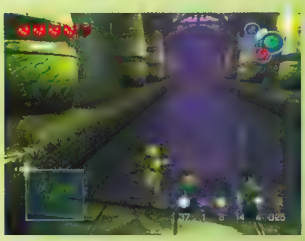
THE KRAZOA SHRINE

1 Break open the crates to reveal a Boost Pad. Use your Rocket Boost to ascend to the next level.

2 Hit the Pressure Pad, and the gate at the end of the room rises for a few seconds. You must run to the gate before it falls, dodging flame jets and flying enemies.



3 Hit the next Pressure Pad to drain the water in the pool and raise the gate on the opposite side. As soon as it starts draining, jump off the ledge on the left side of the pool and swim, then walk, through the spikes at the bottom of the pool.

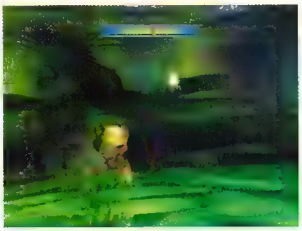


4 Climb up the ladder on the other side, and run to the gate. You get there just as it's closing–roll underneath it if necessary.

5 Hit the next Pressure Pad, dodge the barrels, and run through the gate to the end. The Krazoa Spirit is waiting.

THE TEST OF FEAR

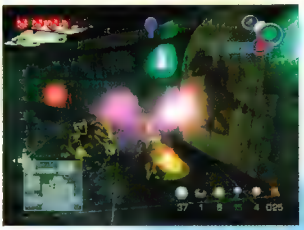
Even if you know what to do, this is one of the hardest Krazoa Tests. To beat it ignore all the beautiful cinematics, you must keep your eyes on the green bar at the top of the screen. Press left and right to keep the red pointer centered. It begins to move much more erratically as the test progresses, so your reflexes will need to be in top form here. If you can keep the bar centered throughout the whole test, the Krazoa interprets that as a sign of iron will, and Fox passes the test.



RETURN TO KRAZOA PALACE

This time, the WarpStone sends you directly in front of the elevator that takes you to the central area of the Krazoa Palace.

Just take the elevator up, and follow the passage to the air vent room. Take the vents up two levels, and use your SharpClaw Disguise to open the door behind the SharpClaw Panel. Release your Krazoa Spirit as before, and you're finished here.

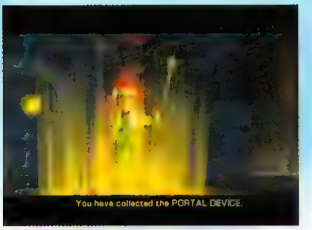


THE STOLEN THORNTAIL EGGS

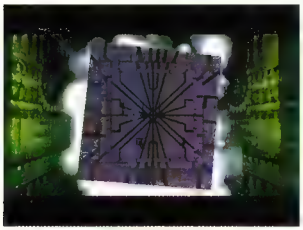
After you exit the WarpStone, you find the ThornTail in the north panicking about Snaplaks stealing her eggs. Go into the cavern behind her to find a pile of eggs, and enemies that run along four grooves coming to steal them. You must protect the eggs for a minute and a half, which is no problem if you use the Ground Quake to wipe the board when things get tough.

The mother rewards you by opening a Magic Hole that leads to a Staff Upgrade called the Portal Device. Now you can

open – sort of – those weird purple doors you see from time to time.



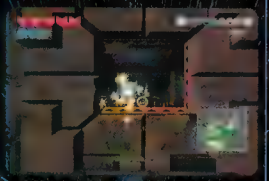
There's one behind Tricky's mom. Talk to her now, and she'll tell you about the next SpellStone. Use your Portal Device on the door behind her, and prepare to blast off for the next area.



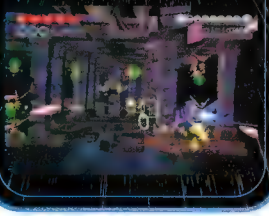
WALLED CITY

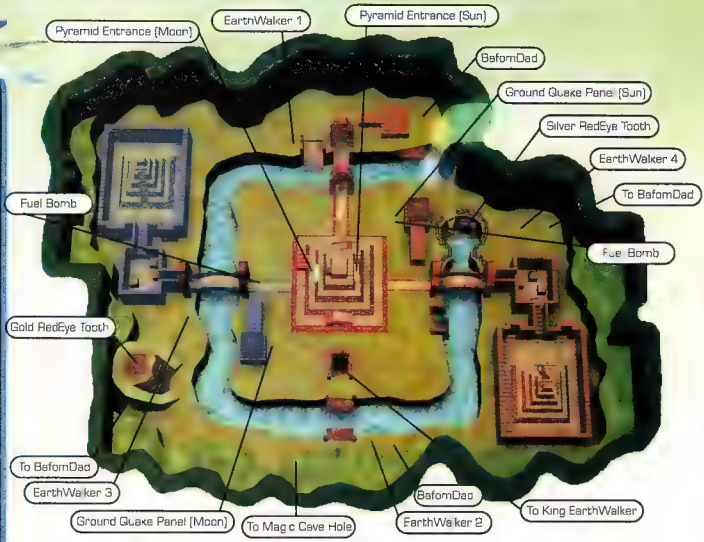
CHAPTER NINETEEN

ARWING MISSION



This mission requires you to collect seven of the ten Gold Rings, which can be pretty challenging. This stage has doors that open and shut at timed intervals, so you must use the Y Button and X Button to accelerate and decelerate, or risk being smashed to bits.





THE WALLED CITY

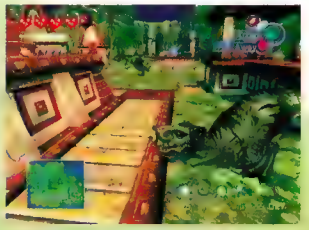
·BAFOMDADS·

1 Just east of where you land (behind the Arwing), have Tricky dig up a Tricky Hole and get the first of three BafomDads in the Walled City.

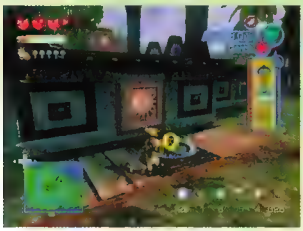
2 Head west and talk to the EarthWalker you find there.

There are four EarthWalkers in this area, and each of them is near a tree with a Fire Panel. To save time later, use your Fire Blaster to shoot the Fire Panel now.

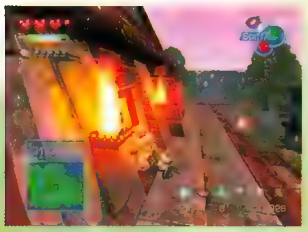
3 As you cross the bridge, you notice the vicious RedEyes that circle the pyramid in the center of the Walled City. You can't harm them yet, so avoid them for the time being.



4 During the day, stand on the glowing blue panel southeast of the bridge to unleash a Ground Quake. That raises a pedestal on the pagoda in front of you, but you can't get up there directly. You must take the long route through the central pyramid, within two minutes.



5 Run west to the central pyramid, just south of the bridge. If it's still daytime, run up the ramp and turn left. Dodge the pillars that jut out, and run up the second ramp. Turn right and run until you see a tunnel on the east side of the pyramid. As long as you're passing red torches (and not blue ones), you're on the right track. Note: If you attempt this at night, the moon pillar blocks your way, and you must go the long way around.



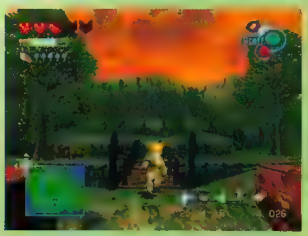
6 The tunnel takes you directly to the top of pagoda. Have Tricky use his Flame command on the pedestal that appeared after you did your Ground Quake.

7 Go to the pagoda in the southwestern part of the Walled City's central island. Go ahead and perform a Ground Quake the glowing blue panel, and this time do it at night. Then run back up to the central pyramid, and follow the blue torches.

8 Go up the ramp on the north side of the pyramid, turn right, go up another ramp, and turn left. (Once again, this direct route is only possible at night.) Go into the tunnel with the two blue torches, and take that back to the pagoda. Once again, have Tricky use his Flame command on the pagoda.

9 When both of the pagodas are lit, a tunnel opens south of the pyramid (and opposite the bridge). Tricky's father is waiting inside.

10 King EarthWalker sends you on a quest to find the two Sacred Teeth. To do so, you must cross the bridge south of the pyramid. The South Bridge rises immediately after your conversation.



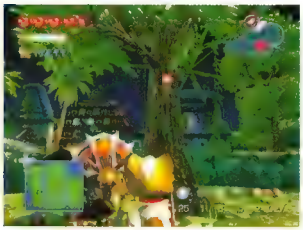
11 On the other side of the bridge, talk to another EarthWalker, and shoot the Fire Panel on the nearby tree. Go to the left of the tree to find a Tricky Hole with a BafomDad in it.

12 Have Tricky Flame the brambles south of the bridge, opening a wall you can climb. On top, you find a Bomb Spore Planting Patch (if you need Spores, they're to the southwest).

13 Blow it up to reveal a Magic Cave hole. Hop inside, and your Staff gains the power of the Super Ground Quake, which unleashes tremors so powerful that they can knock over RedEyes. We'll go back for them soon enough, but we have plenty to do around here.

14 Continue west to find another Planting Patch. Blow it up to open a cave, where you find a BafomDad in a crate. The two SharpClaw crates only contain Scarabs.

15 Go north past the spiral hill, talk to another EarthWalker, and shoot the nearby Fire Panel.



16 Loop around the river source to the northwest, talk to the last EarthWalker, and shoot the last Fire Panel.

17 Blow up the crack behind the final EarthWalker. In the cave behind him, you find another BafomDad and some healing items.

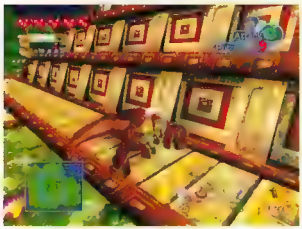
18 Run to the waterfall in the northwest, just south of your Arwing. Swim through the glowing loop there to open the gate at the end, and put 15 seconds on the clock. That isn't nearly enough time, but each loop you run through gives you a little more. To save precious time, run in the shallow water whenever you can instead of swimming.

19 Jump through the final loop, and head into the shack before you run out of time. Grab the Silver RedEye Tooth, then climb back up the ladder.

20 Getting the Gold RedEye

Tooth is a little bit tougher. To get it, you must do in each of the four RedEyes. To do so, first knock them down with a Super Ground Quake.

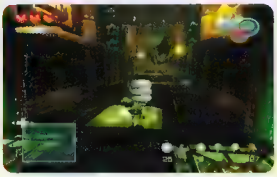
21 When the RedEyes are down, the best method is to kill them with four shots from the Fire Blast. You can also use the Fuel Barrels located near the sun and moon Ground Quake panels.



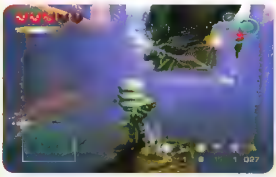
22 When all four RedEyes are gone, the shack atop the spiral hill in the southwestern corner of the map opens. Inside, you find the Gold RedEye Tooth.

KING REDEYE

Shoot the Fire Panel above the gate to get at the goods you need to defeat the boss. Grab the Fuel Barrel, then head to one of the white glowing pads on the ground. Wait near it (NOT on it) for the boss to approach. When he gets



close, step onto the panel. The electricity-generating heads in the distance light up. If you time it



right, you catch the boss in the electric surge, knocking him down. That's when you throw the Fuel Barrel, scoring one of the four hits you need to beat him.

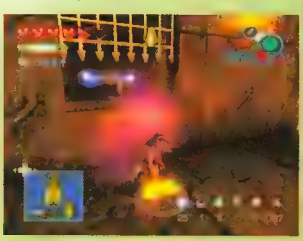
If you can't catch him in the electric beams, turn around and run. There are plenty of alcoves to hide in, including one in the middle of each wall. Let him run past, then head back to one of the Fuel Barrels and plan your next strike.

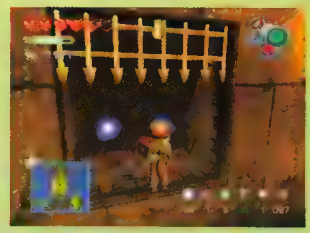
23 Return to King EarthWalker, and put the two Sacred Teeth into the statues. Then save your game and prepare for a grueling boss fight!

RETURN TO VOLCANO FORCE POINT

FUEL CELLS
BAFOMDAD

1 This SpellStone goes back in Volcano Force Point, so you must repeat the steps you took to get there last time. This time, stop along the way and use your SharpClaw Disguise to get two Fuel Cells and a BafomDad from the last locked gate in the north part of the first map.





2 At the area where you placed the SpellStone on the bridge the last time you were in Volcano Force Point, you can now get to some new Fuel Cells. Climb down the left side of the bridge, and plant a Moon Seed. Have Tricky "Flame" it up, then climb up into an alcove with some Fuel Cells and a Cheat Token Well. There will be even more Fuel Cells to collect in the area across the bridge where Fox had to extinguish the Krazoa Flames.

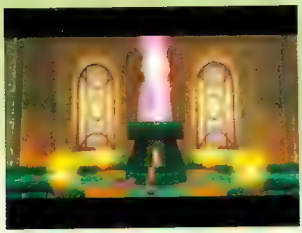
3 When you get to the big central lava room and set the SpellStone into the floor, a new door will be unlocked. Jump across the moving blocks in the lava until you get to a climbing wall just south of the newly unlocked door. Go through the new door. You end up in a tunnel just like the one you passed through the last time you were here. Head north, dodge some flame jets, and take the elevator to a higher tunnel. The only difference is the torches you find after you climb the ladder above the elevator shaft; put them out in blue-green-red-yellow order (corresponding to the torches in the hallway ahead).

4 Defeat two more SharpClaws, and a red floor panel appears. Step on it, and a ladder drops.

5 Climb up top and douse the flames, revealing a lever switch. Use that to open the gate to the west.

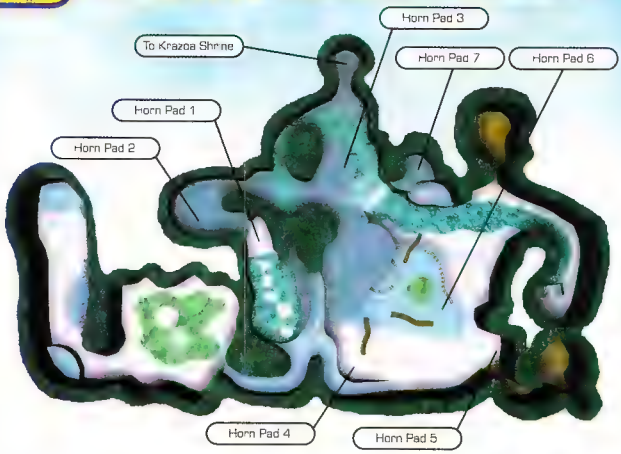
6 Have Tricky Stay on the Pressure Pad while you douse the flame on the platform, and jump onto the platform. From the platform with the Pressure Pad, shoot the three orbs on the Krazoa Statue through the color-shifting flame in the middle.

7 Walk up to the Warp Pad, and place the SpellStone in the hole. Congratulations-only one SpellStone to go!



SNOWHORN WASTES

CHAPTER TWENTY



THORNTAILS IN TROUBLE... AGAIN

As you emerge into ThornTail Hollow, you find the perpetually trouble-prone ThornTails being assaulted by the flying bat-creatures. A bar appears at the bottom of the screen showing how much health they have. The bar empties rapidly, but the more ThornTails you save, the slower it empties down. There are six ThornTails in this area (don't forget the one at the entrance to the road to LightFoot Village), and three bats are attacking each one. The quickest way of saving them is, of course, the Fire Blaster.

It might be tempting to turn your back, let them perish, and chalk it up to natural selection, but you actually must save these needy beasts again. When you've rescued them all, they reward you with the Large Scarab Bag. Collect 130 Scarabs and bring them to the ThornTail Store, where you find a pricey SnowHorn Artifact that will be of great interest to a certain someone.

THE SNOWHORN CHALLENGE

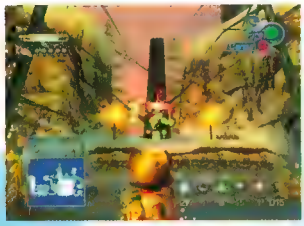
·FUEL CELL·

Jump across the iceberg-ridden lake, and speak with the silver-furred SnowHorn on the other side. Present him with the SnowHorn Artifact that was stolen from him long ago, and he will reward you with the opportunity to prove yourself in an unusual challenge.

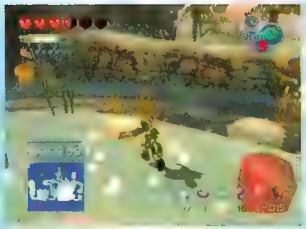
The object of this race is to stand on the Horn Pad, blow your horn, and then run to the next Horn Pad before you run out of time. (There are seven Horn Pads; each one is revealed when you activate the one before it.) When you're ready to begin, stand on the pad the SnowHorn reveals, Y Assign your Dinosaur Horn, and blow it.

1 Run through the ice gate behind the Silver SnowHorn (have Tricky melt it with his Flame command if you haven't already), and up to the campfire beyond. Blow the horn again on the panel there.

2 Continue on to the cold river, and use your Fire Blaster to shoot the beastie with the glowing eyes in the tree on the other side. The tree falls, making a bridge to the other side.



3 Continue to the third panel, at the bank by the icy river, and blow your horn again.



4 Next, run south, all the way to the area below the southern ledge where you found the very first BafomDad in the Tricky Hole.

5 The fifth one is farther east, in the small alcove just east of the BribeClaw.

6 From there, head north to Garunda Te, the SnowHorn King, still standing where you freed him so long ago. Blow the horn at the platform near him.

7 Finally, head northwest to the tree you knocked down to get Fuel Cells during your last trip to the SnowHorn Wastes. Cross the icy river with the tree-trunk bridge, and climb up the cracks in the wall to reach the final Horn Pad.

8 When you've completed the challenge, go back to where you found the third Horn Pad, and head north into the now-open cave at the northern tip of SnowHorn Wastes - icy, icy lands. Particularly cold. You find two Fuel Cells and a Warp Pad that takes you to the next Krazoa Shrine.

THE KROZOA SHRINE

1 Head up the ladder, but ignore the Fuel Barrel for now.

Instead, go to the pit and shoot the bats with your Fire Blaster.

2 When the bats are out of the way, grab the Fuel Barrel, run it to the other side, and throw it at the crack at the end.

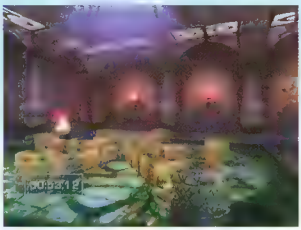
3 Grab the same Fuel Barrel and bring it into the room you just opened. Set it on the Fuel Barrel Panel, and a winch comes to pick up your barrel and ferry it across. To protect it from the flame jets in its path, you must switch them on and off with the nearby lever switch.

4 Swim over to your Fuel Barrel and pick it up again. The next challenge is to throw it over the wind vent and get it onto the other side. Just throw it straight across-there's no need to get fancy and try ricocheting it off the wall or anything.

5 Set down your Fuel Barrel on the Fuel Barrel Panel, and dispatch the SharpClaw so he won't mess you up. Then stand near the middle flame, wait for it to go down, and toss the barrel at the crack.

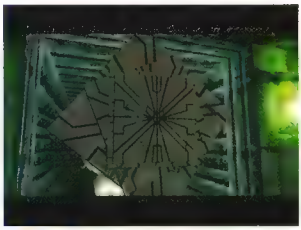
THE TEST OF STRENGTH

Remember that button-mashing technique we talked about earlier? It comes in very handy as the Krazoa Spirit tests your ability to rotate a giant stone structure 180 degrees. Outside of rapid button-mashing, there's no strategy involved in this little test.



BACK TO KRAZOA PALACE

Take your Krazoa Spirit, and go talk to the WarpStone. He sends you to Krazoa Palace, and your destination this time is only one floor up. Use your Portal Device to get past the Portal Door and present your Krazoa Spirit to the Krazoa Statue beyond.



THE FINAL GATEKEEPER

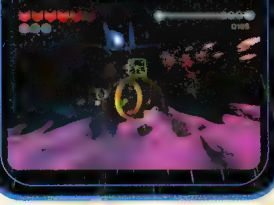
On the way out, the WarpStone presents you with your next challenge. But first Fox needs to find the gatekeeper. All he has to go on is the hint that the gatekeeper hasn't

spoken to him much yet. Do you remember that one ThornTail in the northeastern part of ThornTail Hollow who is always too busy to talk? Go talk to him now, and listen to his tragic tale. The way to Dragon Rock then opens.

ARWING MISSION

You need to score a perfect 10 this time, but don't get too worried—the Gold Rings are easier to find and acquire than they were in the last few missions. Just don't get tricked into going after Silver Rings instead of the Gold Rings, since they appear near each other at times and you can't always get them both.

There are a few X-Rings here, but those shouldn't give you much trouble. Just watch out for Gold Rings 7 and 9- they move around horizontally, and you might miss them if your timing is off.



FREEING THE EARTHWALKER

1 Head to the rusty installation at the northern end of the map, dodging the flying patrol cannons. Climb the ladder when you get there, carefully timing it to avoid the flame jets. Run south around the installation's ledges until you reach the Fuel Barrel at the end.

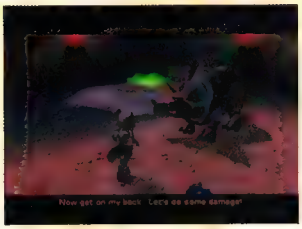
2 Place the Fuel Barrel on the Fuel Barrel Panel, and use the lever switch to bring up a winch. Go ahead of the winch a little bit, and step on the red Pressure Pads to shut off the

flame jets when the barrel nears the flame.

3 Pick up your barrel on the other side, and toss it at the boarded-up door to the north.

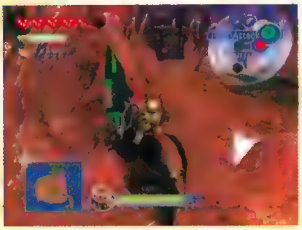
4 Run around the swirling flame jets and use the lever switch at the end to free the EarthWalker from his distant cage.

5 Run to the south, where the EarthWalker was imprisoned. He tells you of the shield generators that the flying patrol cannons use. Hop onto his back and enlist his help in smashing all four shield generators.



FREEING THE HIGHTOP

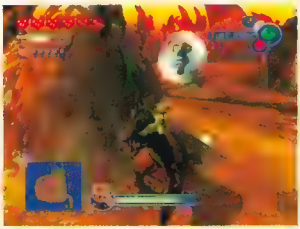
6 The four shield generators are built into the sides of structures (natural and manmade) in the wide-open plain of Dragon Rock. You find the first shield generator in the southeast side of the central plain, on the north side of a stone pillar near the EarthWalker's prison. Smash it with the EarthWalker's horns to destroy it.



7 To take out the patrol cannons themselves, dismount the EarthWalker at one of the green platforms, and shoot down the cannons with your Fire Blaster.

8 The second shield generator is on the north side of the central pillar. As before, smash it with the EarthWalker's horns to destroy it.

9 The third is in the northwestern region of the central plain, on the south side of a large pillar.



10 The final shield generator is in the distant northeast corner, in the large crevasse guarded by the two armored dinosaurs.

11 After you destroy all four shield generators and Fire Blast all the sentries, a gate opens in the northeast, at the ground floor of the rusty installation. Inside is a captured HighTop and a nearby BafomDad.

12 Rocket Boost to the higher level. You see four Fire Panels. Shoot them all so all four are green at once. They switch off after a while, so if you miss any shots, you have to go back and re-shoot the ones that have turned themselves off.

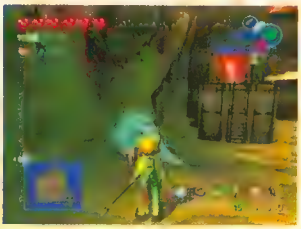
FREEING THE CLOUDRUNNER

•BAFOMDAD•

13 The HighTop takes you on a ride around Dragon Rock's central plain, but you must protect him from the rockets that fly out of the main power generator. To do so, keep shooting the rockets with your Fire Blaster, which now has unlimited magic energy. The HighTop has his own life bar, and those rockets can hurt, so be careful.

14 The rockets come in ridiculous numbers at the end, so it's vital that you protect the HighTop perfectly in the beginning. That way, you have life to spare at the end, when it's virtually impossible not to get hit.

15 The HighTop opens the doors in the southeast. Upon entering, you'll see three menacing FireCrawlers laying in wait. Use the Ice Blast to kill all three and open the Life Force Door that blocks the first air vent.



16 Tell Tricky to Stay on the red switch in the far south, which gets the winch moving. Then stand back and use your Fire Blaster to shoot the Fire Panels, shutting off the flame jets a short time before the winch crosses their path.

17 Toss the barrel through the air vent (when the fire jets are off), and then through a second air vent. The timing is trickier on the third and final air vent. Throw it after the single flame jet fades, NOT after the two flame jets that fire together.

18 Run the Fuel Barrel across to the boarded-up door, and blow it up. Before you go inside, turn right at the door, run along the ledge, and grab a BafomDad.

19 Go inside, drop down, and hit the lever switch to get the cage moving. When the cage is in the center of the grate have Tricky "Flame" the furnace, activating a flame jet that burns the rope holding up the cage.

20 Fill up on life and save your game (the boss battle begins immediately after the next challenge), then hop on the CloudRunner's back.

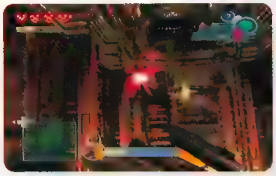
21 The CloudRunner circles around the plain, and you have to shoot down the rockets that the four towers fire at you. The CloudRunner has far less health than the HighTop did, so your margin for error here is quite small.

22 When you have a bit of breathing room, aim at the red spots on top of the towers to start damaging them. It isn't practical to destroy all four in just one pass, so be patient. It may take two or three trips around the central plain to beat this challenge.

BOSS: DRAKOR

The shooting continues, as you dismount the CloudRunner and step onto a moving platform that slowly circles this giant area. You have a lot to worry about here:

Shoot the boss to do damage, shoot the Fire Panels that shut off the flame jets that your platforms are about to cross, shoot the blue bullets that Drakor fires before



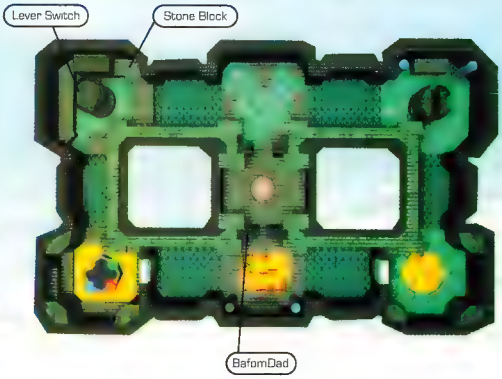
they hit you, and shoot the mines he drops before you get too close. You also pass a few crates, which you can shoot to reveal replenishing Silver Rings.

OCEAN FORCE POINT TEMPLE

RETURN TO CAPE CLAW

Your next destination is clearly the Ocean Force Point Temple, but when you return to Cape Claw (see map on p. 120), you find the door boarded up.

Head to the cove north of the southwestern beach, and use your Portal Device to open the door. Ice Blast the fire that's blocking your path, and continue to the cannon that the SharpClaws were using to torment the LightFoot earlier. Hop onto the cannon and use it to blow up the boards, re-opening the route to the temple. Also, you can use the cannon to open up a Magic Cave with a Staff Energy Upgrade, and a passage that leads to a Cheat Token Well. The cave is hidden inside a rock, and the Cheat Token Well is near the ladder leading to the exit path.



THE OCEAN FORCE TEMPLE

·BAFOMDAD·

1 As you go through the Ocean Force Point Temple, you notice a few new changes. For

example, there are now nine pads on the part where you tell Tricky to Stay on the Pressure Pad (where you look at the wall pattern, and have to step on the same pads to proceed).

2 Now that you have the Portal Device, you can open the door in the central-east portion of the first part of the temple. That takes you to the final Cheat Token Well.

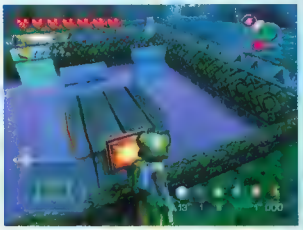
3 Most of the action is in the second part of the temple. As before, take the Warp Pad in the southeast to get there.

4 The water level has risen in the second part, so go left from the entrance, to the northwestern room. Defeat a SharpClaw, then push the stone to the end.

5 Climb onto the block, and hit the lever switch. Jump from there to the ledge with the Magic Plant, smash the crate, and activate the SharpClaw Panel. Jump across and use the lever switch to raise the water level.

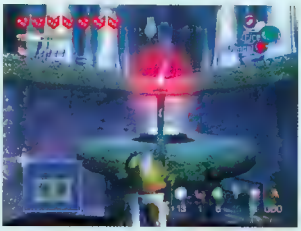
6 Swim south to the southwestern room. Use the lever switch to activate another Krazoa Statue merry-go-round puzzle. This time, each Krazoa Statue has a plaque with a color beneath it, and each statue can only douse the flame of its plaque's color. With only three minutes on the clock, this takes precision timing.

7 The next room has another block-maze puzzle. To get the block into the spot at the end, shoot it from the east, from the south, from the east again, from the north, from the west, from the south again, and from the east one last time.

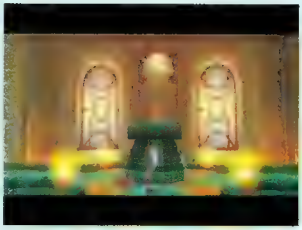


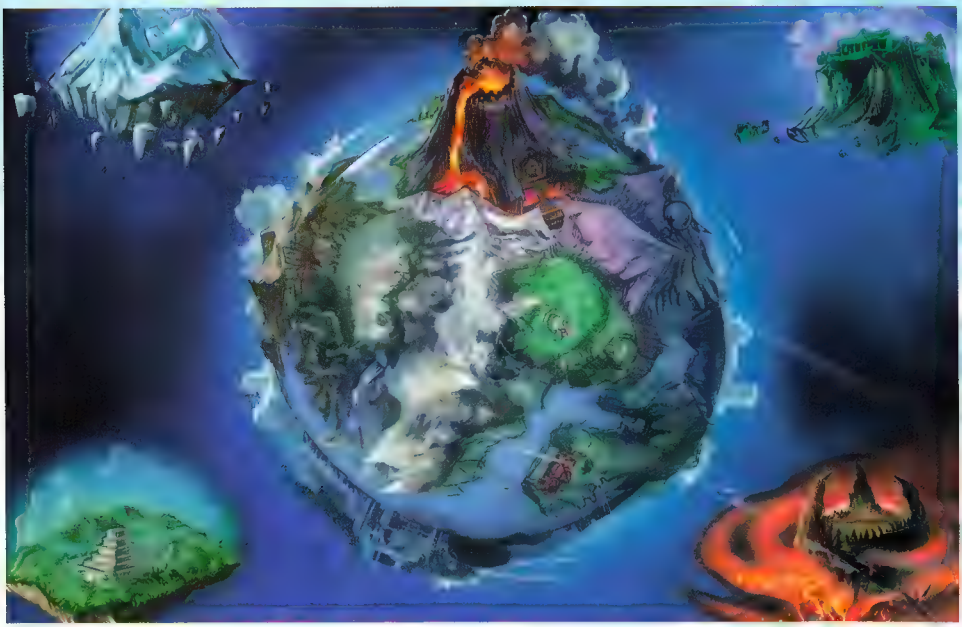
8 Solving that last puzzle activates the Boost Pad in the west part of the central room. Use it to Rocket Boost to the higher ledge, and grab a BafomDad.

9 Take the ledge to the southwestern room, then go north to the northwestern room for the traditional shoot-the-orb-through-the-flame puzzle.



10 Use the Warp Pad to get to the SpellStone room, and put the final SpellStone in its slot.



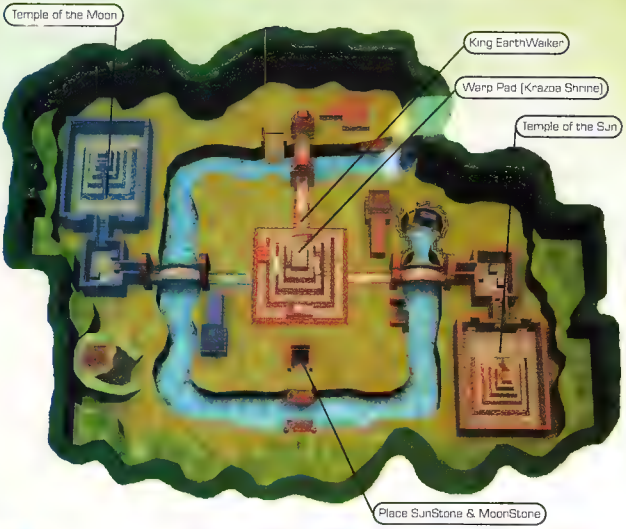


WALLED CITY

CHAPTER TWENTY-THREE

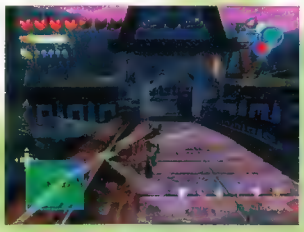
RETURN TO THE WALLED CITY

Just when you thought you were finished saving Dinosaur Planet, fate has sent you back to the Walled City to challenge the two temples you couldn't open last time. Return to your Arwing in ThornTail Hollow, and blast off for the Walled City one more time. When you get there, go straight to the central pyramid and talk to King EarthWalker. Then challenge the two temples in whatever order you choose.

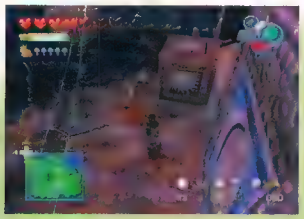


THE TEMPLE OF THE SUN

1 To get to the Temple of the Sun, cross the bridge to the east of the central pyramid.



2 The point of the first puzzle is to push the four sliding blocks into the four glowing suns. You can get there in multiple pushes by sliding the blocks into other blocks, but if you hit a wall, you lose and have to start over. Coming from the entrance, push the nearest block to Fox's right.

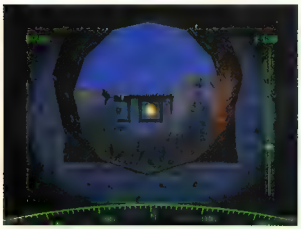


3 Push the block in the far right toward the first block, and then to the right.

4 Push the middle block into second block (toward the entrance), and then to the right.

5 Then push the last block into the last sun.

6 That creates a panel that acts as an elevator, taking you to the top of the sun temple. Take the lift to the top, stand on the panel, and look through the hole into the sun with your Zoom Goggles.



7 Take the elevator down and go inside the temple. In the first room, demolish the flaming bats with your Ice Blast so they can't get in the way.

8 Pull the blocks from their places in the wall, and slide them out. There are two sun blocks and one moon block here, and they're in the wrong slots. Carefully slide the blocks out of the way and then push the blocks where they belong, so the sun and moon patterns face outside when they're in their alcoves.

9 This opens the door deeper inside. Use your Ground Quake on the glowing blue panel to remove obstacle (the transparent white shimmering wall) and put 1:20 on the clock.

10 Run to the right and hit the lever switch to remove the next obstacle. Now go deeper into the maze.

11 Douse the flame with your Ice Blast to reveal another lever switch, which dissipates another invisible barrier when activated.

12 Shoot a distant Fire Panel to remove the next barrier.

13 Have Tricky Flame the brambles, revealing another lever switch. Activate it, then run toward the next room to complete the maze and stop the clock.

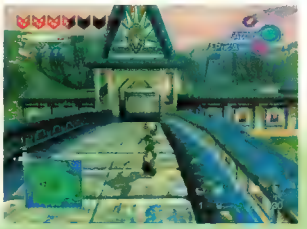
14 Use your Portal Device to open the door. Inside the next room, you see a spinning wheel

with three Fire Panels behind it. Light the Fire Panels in the order of the sun's phases: first the left, then the top, then the right.

15 Run across the ephemeral bridge that appears, and grab the Sun Stone.

THE TEMPLE OF THE MOON

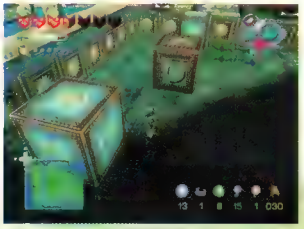
1 To get to the Temple of the Moon, cross the bridge west of the central pyramid.

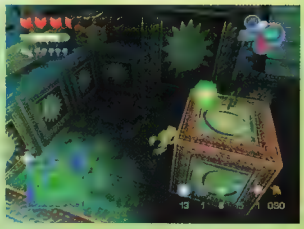


2 The Temple of the Moon begins with a block-pushing puzzle just like the one at the entrance to the Temple of the Sun. Assuming Fox's back is to the entrance, push forward the block on the far right.

3 Push the farthest block from the entrance to the left.

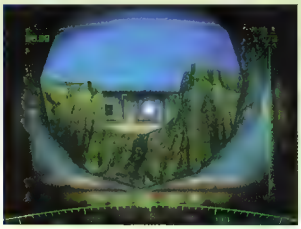
4 Push the block in the lower left forward, then right, then down (toward the entrance) into a moon.





5 Push the remaining block to the left to finish the puzzle.

6 Ascend the moon temple, stand on the pedestal, and use your Zoom Goggles to look through the hole into the distant moon.



7 Go into the temple and hit the lever switch to open the door and bring up a series of gates. Run through the gates as they rise and fall, but always keep moving, because the floor panels collapse.

8 Ground Quake the blue spot to open a maze and put just over 30 seconds on the clock. The maze walls are invisible, so

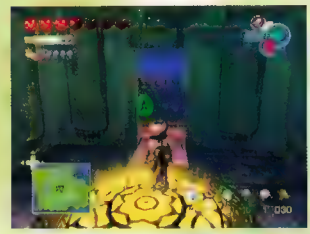
hug the barrier to Fox's right and maneuver along that wall to the end.

9 Use your Portal Device to open the door, and you enter a room with a spinning wheel and three Fire Panels behind it. Once again, light the Fire Panels in the order of the moon's phases: first left, then top, then right.

10 Cross the bridge that appears, and collect the Moon Stone.

THE KRAZOA SHRINE

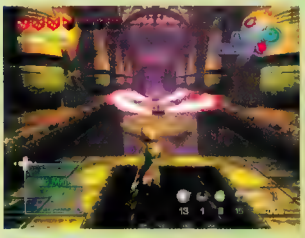
Place your Sun Stone and Moon Stone where you placed the Gold and Silver RedEye Teeth, in the room beneath the main pyramid. Go back outside and climb to the top of the central pyramid, where you find a Warp Pad to the fifth Krazoa Shrine.



1 Head up the ladder, step on the Pressure Pad to raise the gate, and then float across the air vents. You have plenty of time before the gate shuts, so you can maneuver around the flame jets if you want. Or you can just rush through, since there's no harm in taking a hit or two.

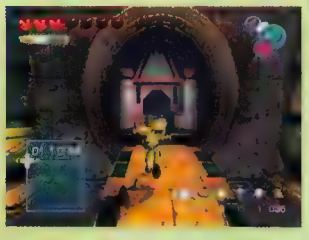
2 Float to the central platform and douse the flames there. Use the air vent to float across to the gate, then turn and shoot a Fire Panel behind you to open it.

3 There is another Pressure Pad in the room beyond it. Run, float, dodge the spinning flame jets, and make your way to the Krazoa Spirit.



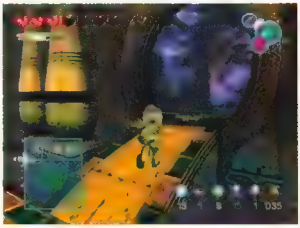
THE TEST OF KNOWLEDGE

This is more a test of memory than anything else. The six windowed alcoves in this room represent six areas you've traveled through in your quest. When you talk to the Krazoa Spirit, six objects appear. You must pick them up and take them to the little box in front of the area they came from. You have very little time, so you can't make any mistakes. Here are the answers, with all locations listed in relation to the



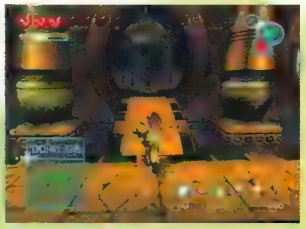
room's entrance: Gold RedEye Tooth-To Walled City (far left) Dinosaur Horn-Darklce Mines (middle left)

Meteorite-Deep Space (near left)



Moon Seed-Moon Mountain Pass (far right)

Wooden Block Carving LightFoot Village (middle right)



CloudRunner Flute-to CloudRunner Fortress (near right)

KRAZOA PALACE

RELEASING THE FINAL SPIRIT

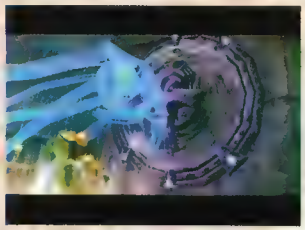
Who needs the WarpStone? After collecting the Walled City Krazoa Spirit, Fox flies his Arwing directly to the Krazoa Palace. From the roof where you land, drop down the air vent to the passage that links this with the central room of the palace. Drop down two floors,

and go to the passage lit by two red torches. Hover over the fan and into the large room beyond, where you can release your Spirit.

Return to the rooftop by using the vents to get to the top floor, and then jumping onto the fan in the southern part of the room.

On the west side of the roof you see a new Warp Pad. Take that, then climb into the center

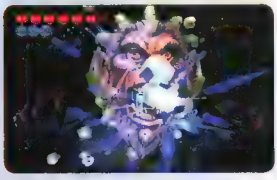
of the room, where you have your final confrontation with General Scales. After that, return to the roof to release the final spirit and battle the last boss.



FINAL BOSS

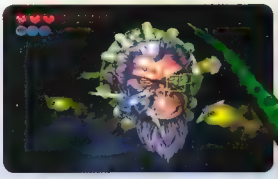
This boss has two faces. The first face you fight is that of the Krazoa. Shoot it in the eyes and forehead to do damage, and fly in clockwise or counterclockwise circles to dodge when he does his breath attack. When the eyes and forehead spots are destroyed, he turns, revealing his Andross face.

Andross' weak spots are the blue pads in his hands. You have several opportunities to hit these before he starts doing his sucking and blowing attacks. When he starts blowing debris, get in close, fire rapidly to destroy any Meteorites coming your way, and grab as many Silver Rings as you can. When he starts sucking in debris, pull away and continuously use your spin maneuver. Pressing the L or R Buttons to roll to the side, avoiding the center of the mouth, while you use your Retro Booster with the Y Button.

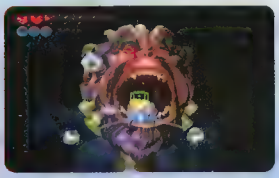


If you do destroy both hands, the boss enters his second phase. You're still fighting the Krazoa face, but he begins firing rockets like the ones you had to shoot down in Dragon Rock. After destroying that face, you discover that Andross has a new attack: the same whirlwind attack the Krazoa face had.

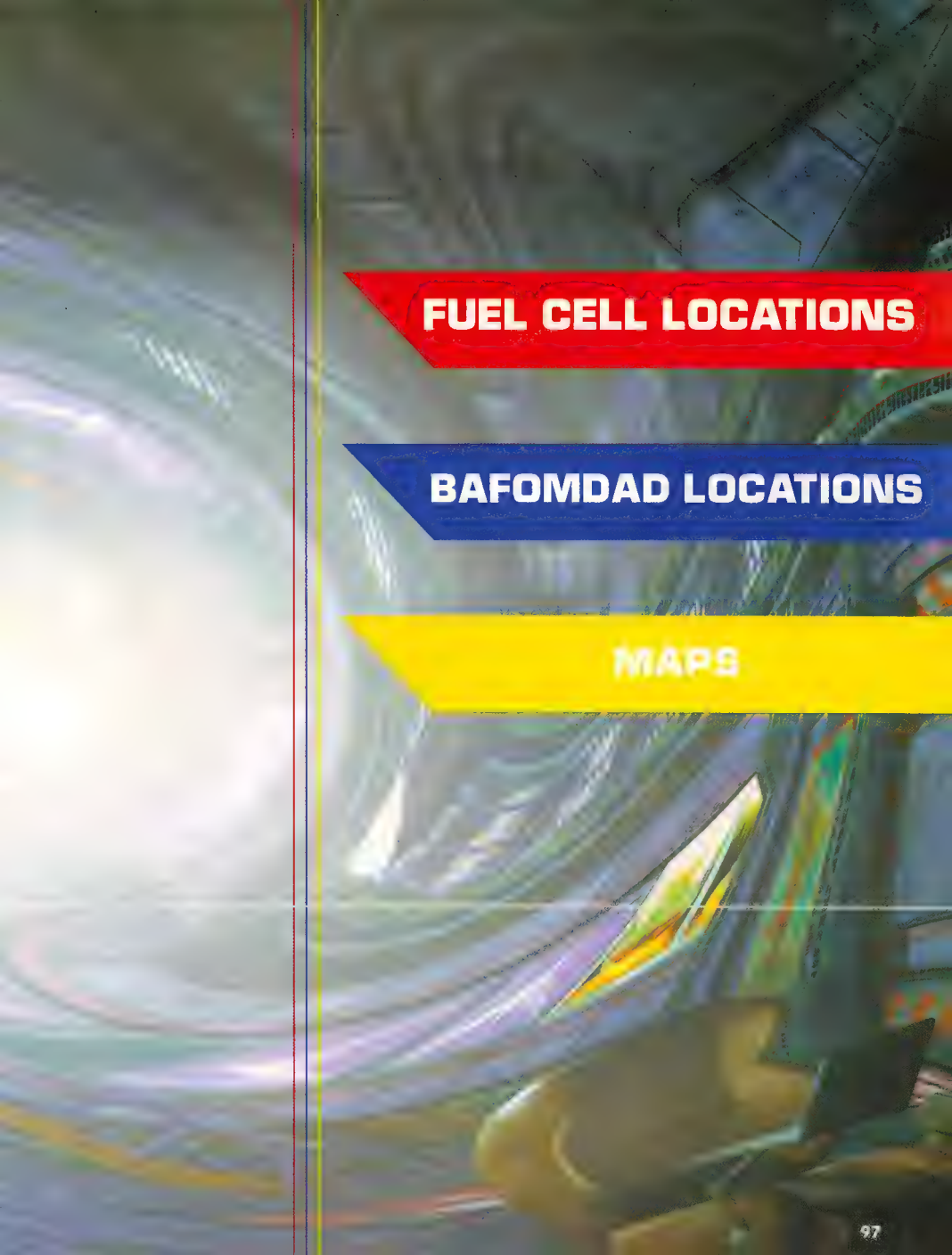
After you destroy Andross' hands the second time, you enter the final phase of the boss fight. A friend of yours drops bombs whenever Andross starts spitting debris. Pick up the bombs, and whenever Andross starts sucking in air, shoot the bomb into his mouth. That makes his head transparent, allowing you to shoot his brain and get at his real life meter.



Even when he's just a transparent head and a brain, Andross keeps attacking with little head-butts and the like. To dodge him, stay in one spot as you fire at the brain, and only move when he tries to head-butt your Arwing. Repeat this process until you defeat Andross, and the Lylat System is safe once again.



APPENDICES


FUEL CELL LOCATIONS
BAFOMDAD LOCATIONS
MAPS

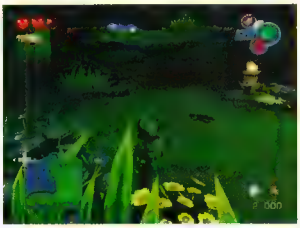
FUEL CELL LOCATIONS

APPENDIX 1

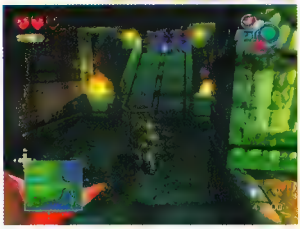
THORNTAIL HOLLOW

Climb onto the ledge in the southeastern corner of the map, then jump across the ledges. Jump across to the pedestal north of the ledges and climb up to grab a pair of Fuel Cells.

Use the lever switch in the southwestern corner to open the gate to LightFoot Village. Go through the gate and then immediately turn around and climb up the ledge.

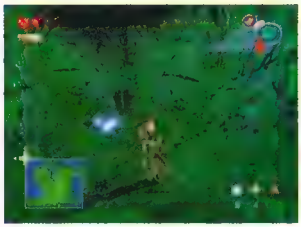


After you use the Fire Blaster on the Fire Panel to open the door to Queen EarthWalker, grab a Fuel Cell in the cave behind her.



Plant a Bomb Spore at the Planting Patch under the waterfall beneath the WarpStone's lake. Blow it open to reveal a cave with four Fuel Cells.

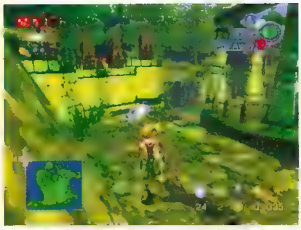
Set a Bomb Plant along the network of ledges used to get the first two Fuel Cells. Blow it up to reveal a cave with three more Fuel Cells.



Plant a Bomb Plant on the eastern wall of the WarpStone's area. Blow it open to reveal a small cave with a pair of Fuel Cells.

In the White GrubTub Cave, smash the crate to reveal a Boost Pad in the same area as the Magic Cave hole. Use your Rocket Boost to get at a pair of Fuel Cells on a higher ledge.

Use the Boost Pad outside of the entrance to the ThornTail Store to get atop a higher ledge with two Fuel Cells.



ICE MOUNTAIN

Use the Fuel Barrel or a Bomb Spore to blow up the cracked wall at the top of Ice Mountain. That opens a path to a cave with a Fuel Cell.

Go back to the cave where you first got the SharpClaw Speeder (by either losing the race or warping again from the WarpStone), and grab two Fuel Cells.

SNOWHORN WASTES

After you feed the SnowHorn the two Alpine Roots, he drops the ice block for you. Push it to the ledge in the north and climb onto it to get at the Fuel Cells.

To the right of the lake with the floating icebergs, you find a small ledge with a lever switch. Activate it to make another iceberg appear, and use that to jump across to the Fuel Cells.

Use Tricky's Find Secret to bore through the Tricky Crack northwest of the BribeClaw. It leads to a cave with a Fuel Cell and a BafomDad (in the crate).

In the aqueduct that connects ThornTail Hollow to SnowHorn Wastes, use the Boost Pad to get up on a ledge with a bunch of Magic Gems. Shoot the Fire Panel from there to open a gate with two Fuel Cells.

Cross the flowing river in the north by jumping across the moving iceberg. On the other side, you find a Fuel Cell atop a small hill.

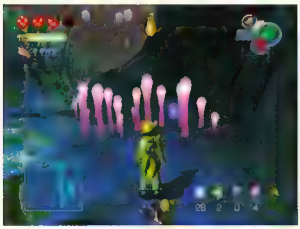
In the north cave near the last Fuel Cell, shoot a high-up Fire Panel to make two more Fuel Cells appear atop the same small hill.

On the east side of the icy river, shoot the green-eyed beastie who snipes at you from the tree. The tree falls, making a bridge to two Fuel Cells.

After completing the SnowHorn Challenge, the gate to the Krazoa Shrine opens. Two Fuel Cells are near the Warp Pad.

MOON MOUNTAIN PASS

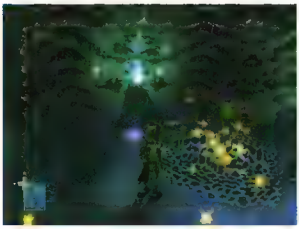
As you run up the first part of Moon Mountain Pass, dodging barrels, you find one Fuel Cell along the right wall.



After opening the locked door at Moon Mountain Pass, run up into the fort and grab a Fuel Cell along the way.

When you enter the central area of Moon Mountain Pass, where the Meteorite hit, stick to the right wall to find an alcove with a Fuel Cell in the northwestern corner.

At the far south end of Moon Mountain Pass, plant a Moon Seed to get to a high ledge with a Fuel Cell.



At the far south end of Moon Mountain Pass, you find a Fuel Cell just to the right of the entrance to the Krazoa Shrine.

VOLCANO FORCE POINT TEMPLE

After getting the Ice Blast, use it to douse the flame blocking the center lever switch in the north part of Volcano Force Point's first map. Activate that to lift a gate guarding two Fuel Cells. When you return to Volcano

Force Point the second time, you can use the SharpClaw Disguise to open the final gate (with two Fuel Cells) in the northern part of the first map.

In the area with the bridge that leads to the main part of the

Volcano Force Point Temple, you can find a Fuel Cell in the lava to Fox's left, if you climb down from the bridge. Another waits near the nearby Cheat Token Well. Three Fuel Cells appear past the entrance when Fox returns with the third SpellStone, near where he had to extinguish the Krazoa Flames.

LIGHTFOOT VILLAGE

Use the Boost Pad against the wall in the woods on the outskirts of LightFoot Village. At the end of the network of ledges, jump across to a ledge with two Fuel Cells.

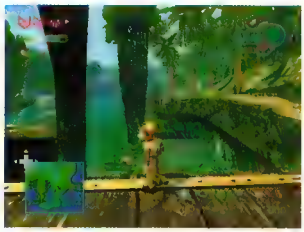
North of the lake in LightFoot Village, Flame through a wall of brambles to expose a Boost Pad. Use that to get up to a ledge with a Fuel Cell.

After becoming an honorary member of the LightFoot tribe, find the children of all three LightFoot mothers. The third mother rewards you by activating a Boost Pad in the south, which leads to another Fuel Cell.

CAPE CLAW

From the wooden dock on the path from the hills to the water, jump across to a small island with a Fuel Cell.

Shoot the Fire Panel over the waterfall to make a bridge appear. From the bridge, jump forward (with the waterfall at your back) onto a small island.



In the north part of the south-western beach of Cape Claw, head north to a small cove to find a Fuel Cell in a Tricky Hole. After clearing the CloudRunner

Fortress, return to the Cape Claw Gas Chamber where you did the block-pushing puzzle, and pick up a pair of Fuel Cells.

You can find three Fuel Cells at the bottom of the large well-like area after the maze on the way to Cape Claw.

OCEAN FORCE POINT TEMPLE

After you warp into the second part of the Ocean Force Point Temple, smash a crate to reveal a Boost Pad. Take that to a ledge, where you find a pair of Fuel Cells.

Pick up some Fuel Cells next to the switches in the first part of the Ocean Force Point Temple.

Pick up a few more Fuel Cells near the Warp Pad that takes you to the second part of the Ocean Force Point Temple.

BAFOMDAD LOCATIONS

THORNTAIL HOLLOW

Have Tricky dig up the Tricky Hole in the middle of ThornTail Hollow to reveal a buried BafomDad.

Have Tricky dig up the Tricky Hole in the southeast corner of ThornTail Hollow to reveal a buried BafomDad.

Have Tricky dig up the Tricky Hole at the entrance of the southwestern tunnel that leads

to LightFoot Village, revealing a buried BafomDad.

After clearing CloudRunner Fortress, use your CloudRunner Flute atop the ledge above the entrance to the ThornTail Store. The CloudRunner there fetches you a BafomDad.

SNOWHORN WASTES

Have Tricky dig up the Tricky Hole in the southeastern part of SnowHorn Wastes, beneath the long ramp-like ledge.

Use Tricky's Find Secret to bore through the Tricky Crack northwest of the BribeClaw. It leads to a cave with a Fuel Cell and a BafomDad (in the crate).

Cross the river in the north by using the floating iceberg. In the cave on the other side, have Tricky dig up a Tricky Hole for a BafomDad.

On the east side of the icy river, shoot the green-eyed beastie that snipes at you from the tree. The tree falls, making a bridge to two Fuel Cells and a crated BafomDad.

VOLCANO FORCE POINT TEMPLE

In the northern part of the first map, you find a lever switch you can activate to open a gate with a BafomDad behind it.

When you return to Volcano Force Point the second time, use the SharpClaw Disguise to open the final gate (with a BafomDad behind it) in the northern part of the first map.

MOON MOUNTAIN PASS

At the beginning of the southern path, plant a Moon Seed and climb the plant to get to a tunnel that leads back to the fort. At the end of the tunnel, you find a BafomDad.

You can use the very next Moon Seed to reach a ledge with a BafomDad, a Bomb Plant, and a Kalda Chom.

When you enter the central area of Moon Mountain Pass, where the Meteorite hit, stick to the right wall to find an alcove with a crated BafomDad in the northwest corner.

At the far south end of Moon

Mountain Pass, plant a Moon Seed to get to a high ledge with a BafomDad in a crate.

KRAZOA PALACE

When you return to Krazoa Palace as Fox, find a crated BafomDad just after the part where you throw the Fuel Barrel in the dark.

There is a BafomDad that Krystal can get below where she arrives at the Krazoa Palace.

LIGHTFOOT VILLAGE

Use the Boost Pad against the wall in the woods on the outskirts of LightFoot Village. You find a BafomDad on the ledges there.

After becoming an honorary member of the LightFoot tribe, find the children of all three LightFoot mothers. The third mother rewards you by activating a Boost Pad in the south, which leads to a BafomDad.

CAPE CLAW

Swim to the small island with the palm tree in Cape Claw, where you find a

BafomDad waiting.

After clearing the CloudRunner Fortress, return to the Cape

Claw Gas Chamber, where you did the block-pushing puzzle. Find a BafomDad in the crate on the ledge.

After returning to Cape Claw with the last SpellStone, there is a BafomDad above the Magic Cave entrance that Fox can blow up with the cannon

CLOUDRUNNER FORTRESS

In one of the blocks in the prison cell, push the loose stone block over to a window and climb into the neighboring cell, where you find a BafomDad.

After recovering your staff, use the lever switches to raise all the cages. The crate underneath one of them contains a

BafomDad.

Jump across some of the crates in the central part of the crown-shaped eastern balcony in CloudRunner Fortress to get to a BafomDad.

As you jump across to the Treasure Room on the southern fringe of the eastern balcony, stop on a ledge along the way to grab a BafomDad.

In the dark part of the Treasure Room, grab a BafomDad from the ledge on the left.

WALLED CITY

Just east of where you land (behind the Arwing), have Tricky dig up a Tricky Hole and get the first of four BafomDads in the Walled City.

To the left of the Fire Panel tree by the second EarthWalker, on the other side of the south bridge, dig up a Tricky Hole.

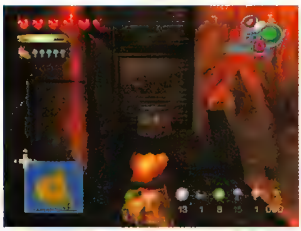
In the southern part of the Walled City, find a Planting Patch. Blow it up to open a cave, where you find a BafomDad in a crate.

Blow up another crack behind the last of the four EarthWalkers in the Walled City. In the cave behind him is a BafomDad.

DRAGON ROCK

After running the Fuel Barrel through the three air vents and blowing up the boarded door, follow the ledge to the right to get to a BafomDad.

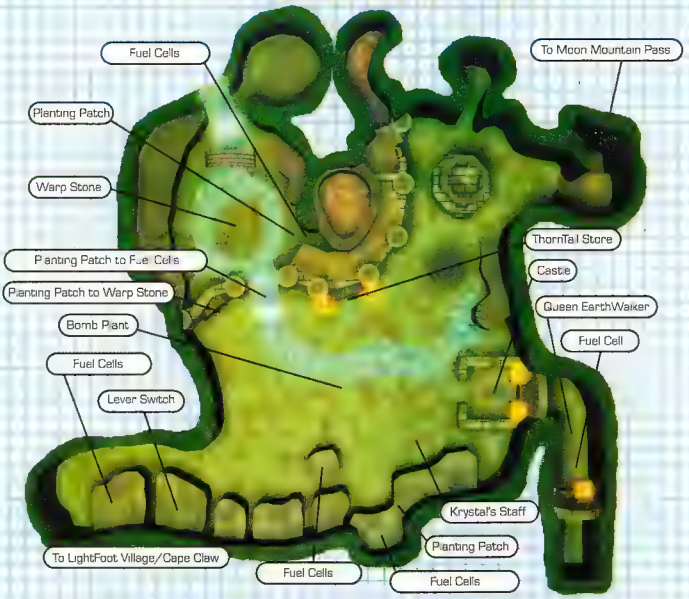
There is a BafomDad in the room where you free the captured HighTop



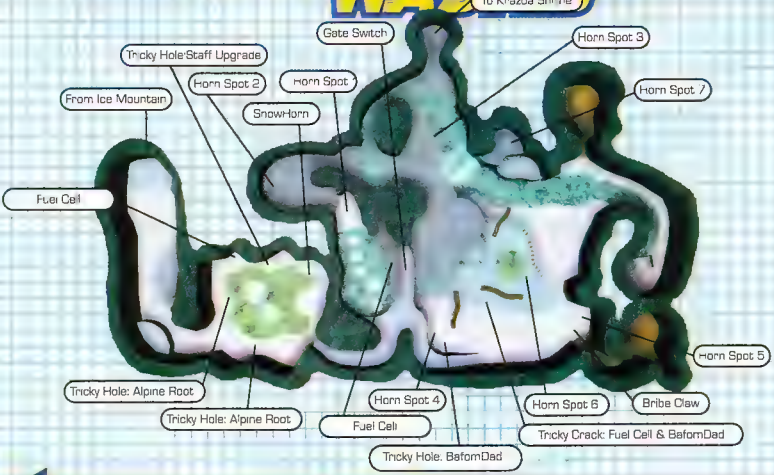
OCEAN FORCE POINT TEMPLE

The second time you go to Ocean Force Point, solve all the puzzles in the second part of the temple. That activates a Boost Pad in the central room, which takes you to a BafomDad.

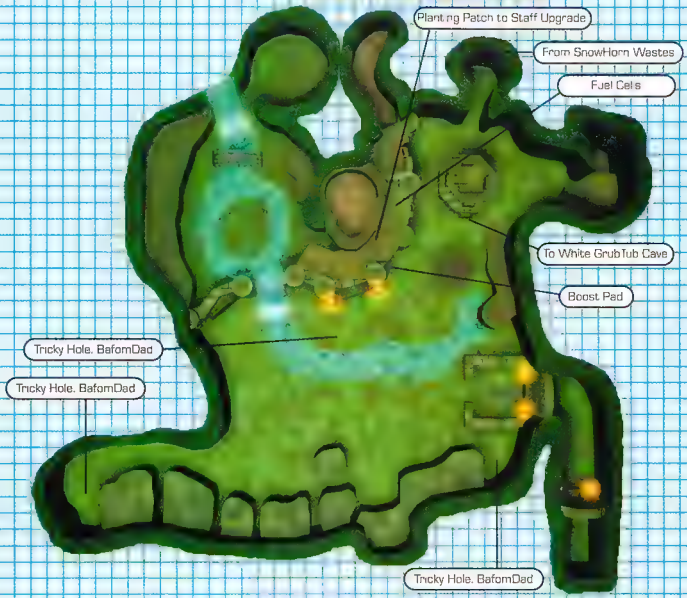
THORNTAIL HOLLOW



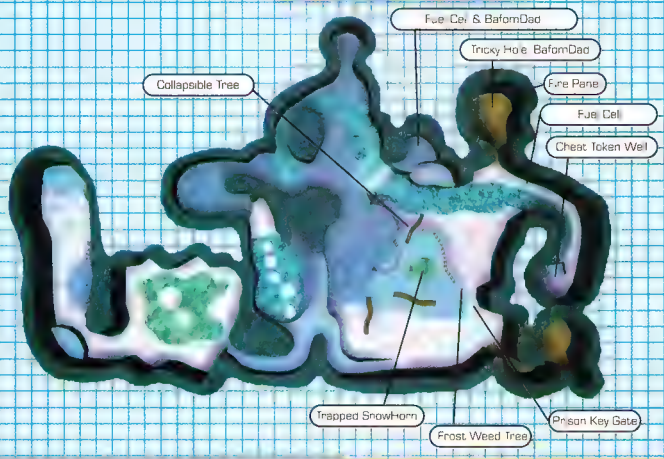
SNOWHORN WASTES



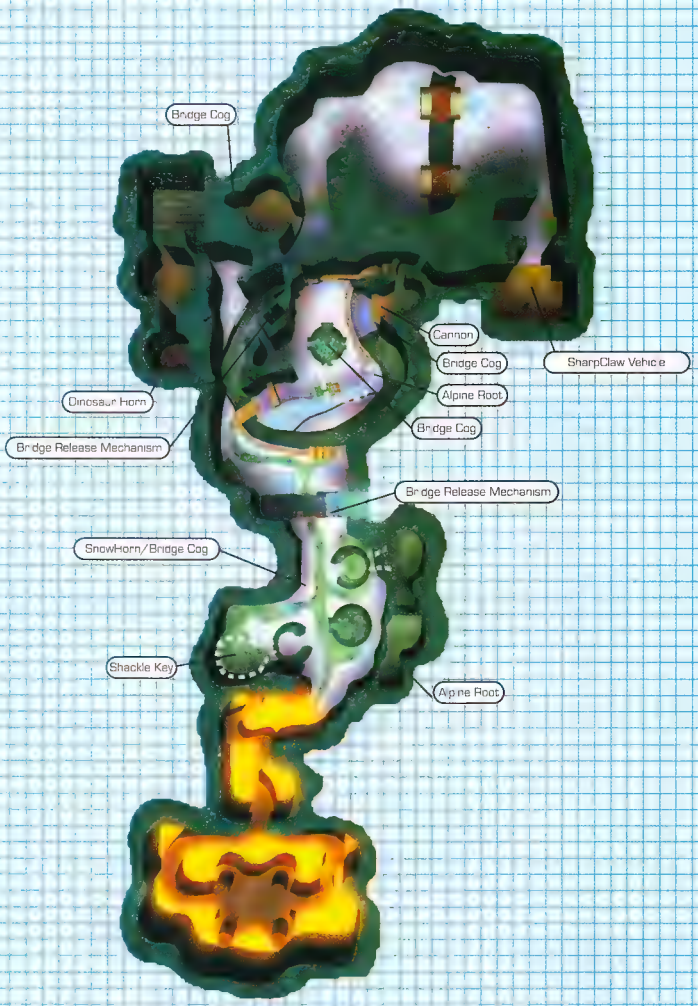
THORNTAIL HOLLOW



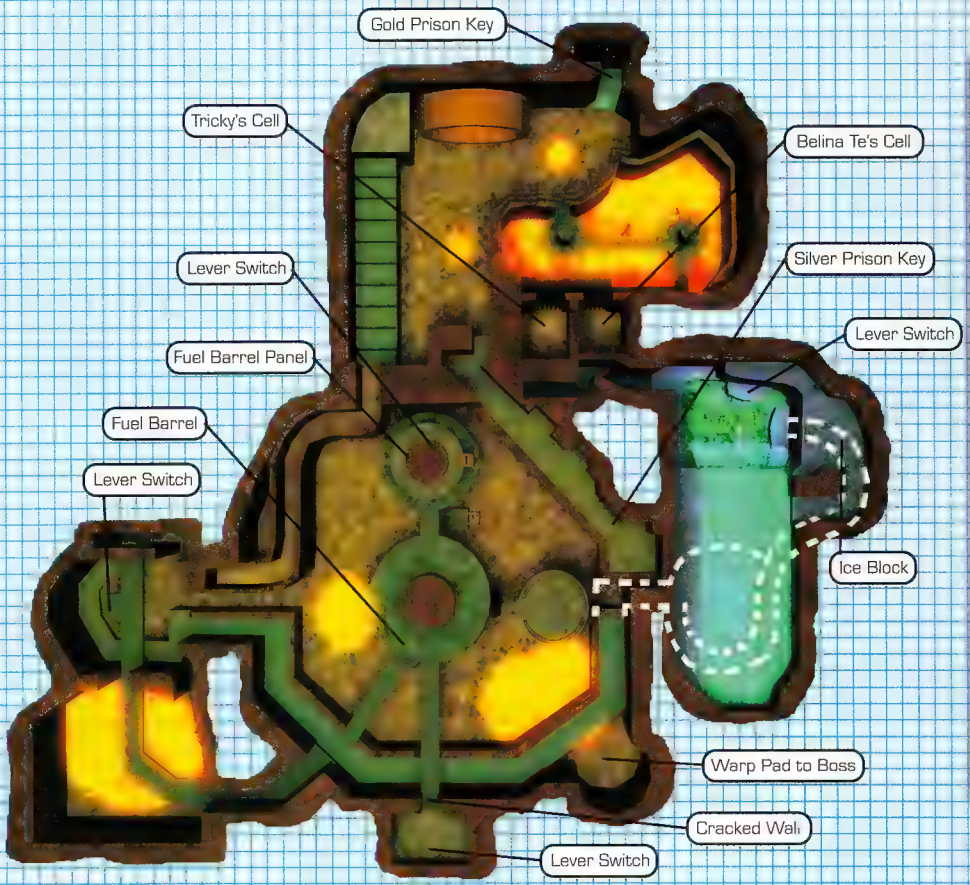
SNOWHORN WASTES



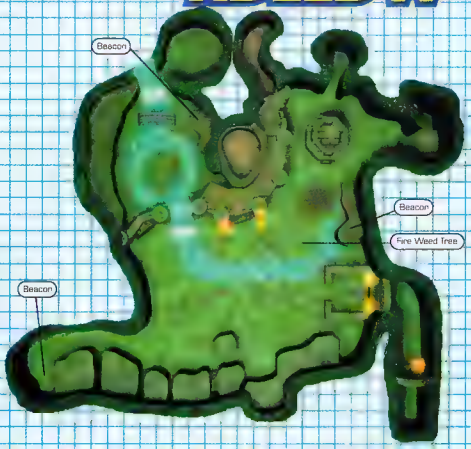
DARKICE MINES (EXTERIOR)



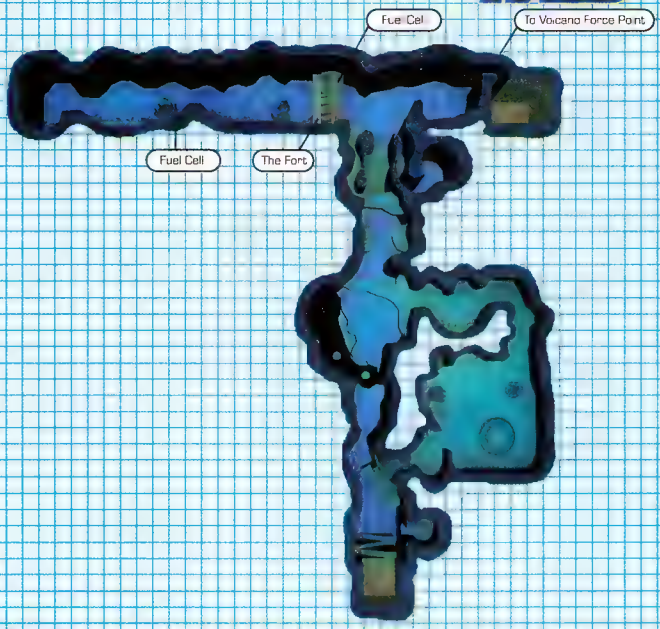
DARKICE MINES (INTERIOR)



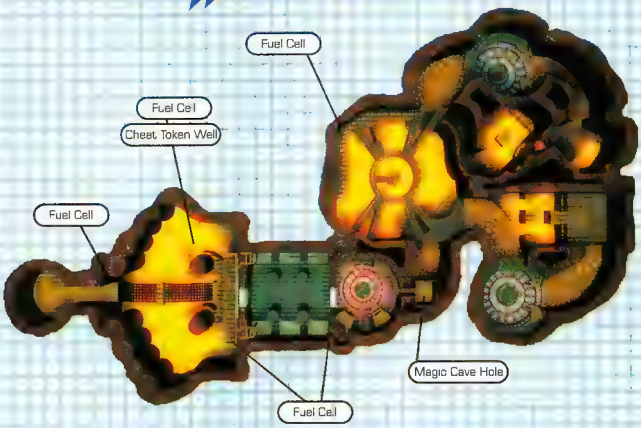
THORNTAIL HOLLOW



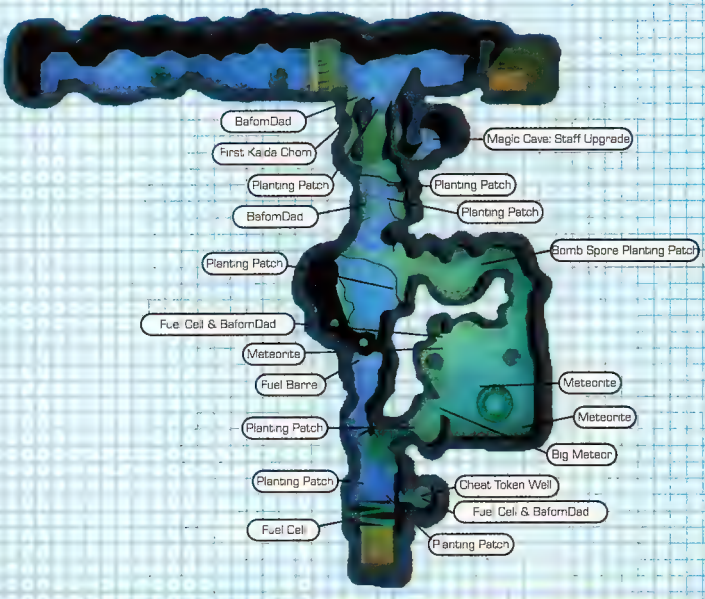
MOON MOUNTAIN PASS



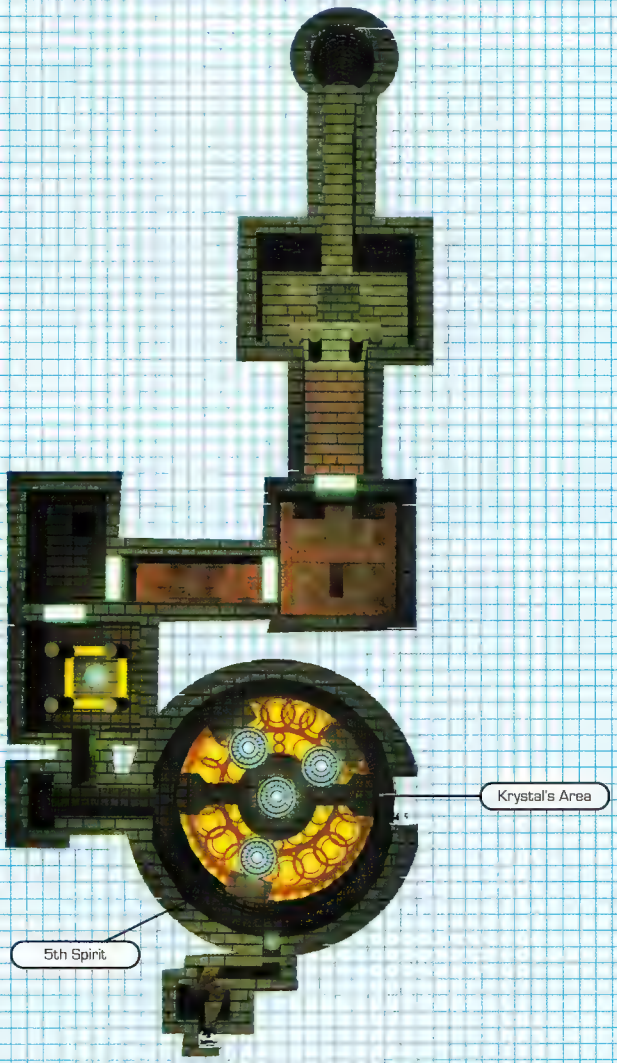
VOLCANO FORCE POINT TEMPLE



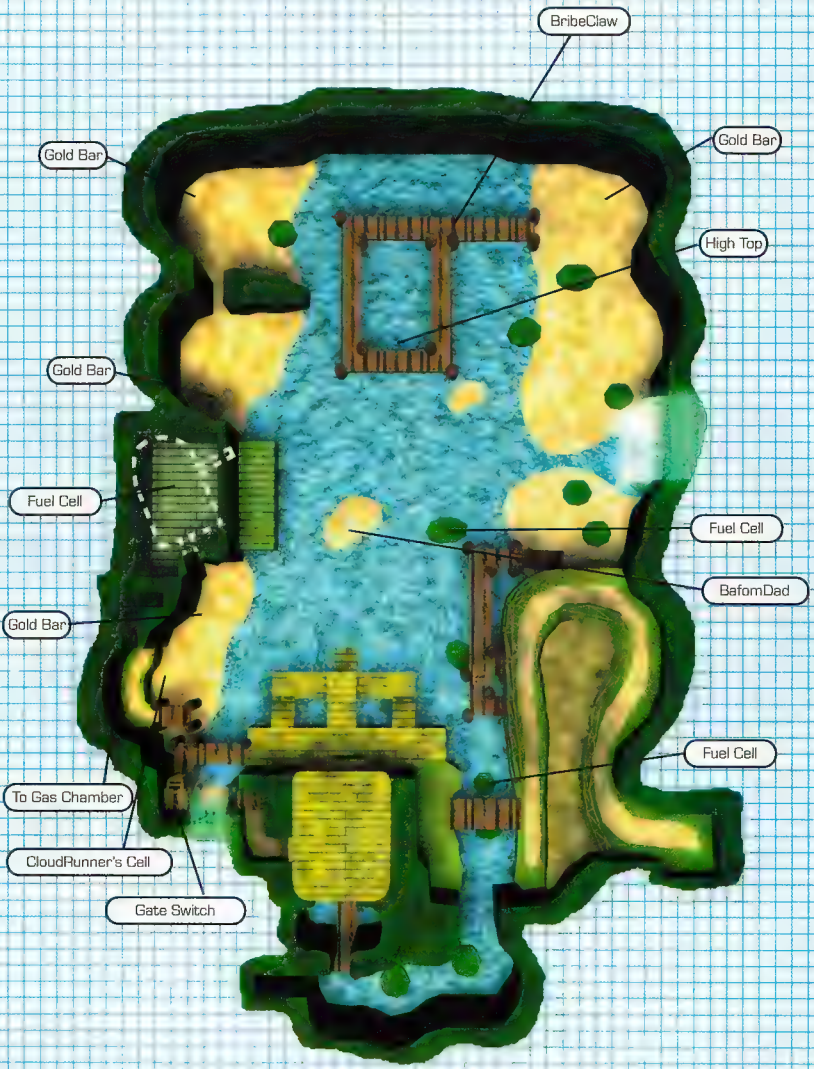
MOON MOUNTAIN PASS



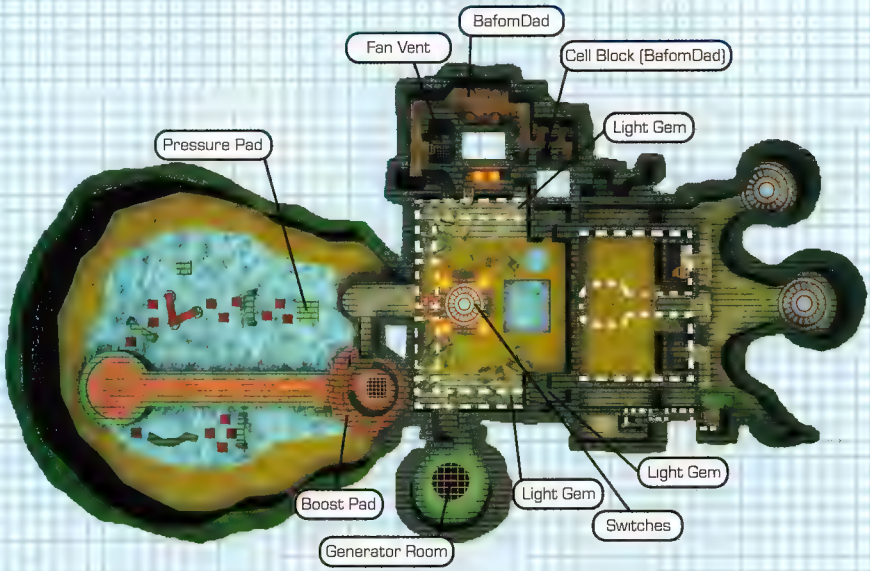
KRAZOA PALACE



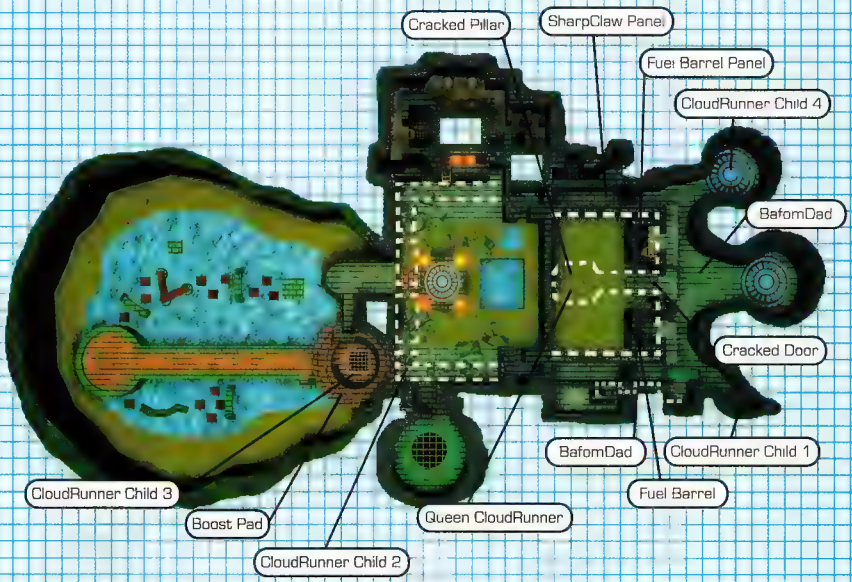
CAPE CLAW


BribeClaw
Gold Bar
Gold Bar
High Top
Gold Bar
Fuel Cell
Fuel Cell
BafomDad
Gold Bar
Fuel Cell
To Gas Chamber
CloudRunner's Cell
Gate Switch

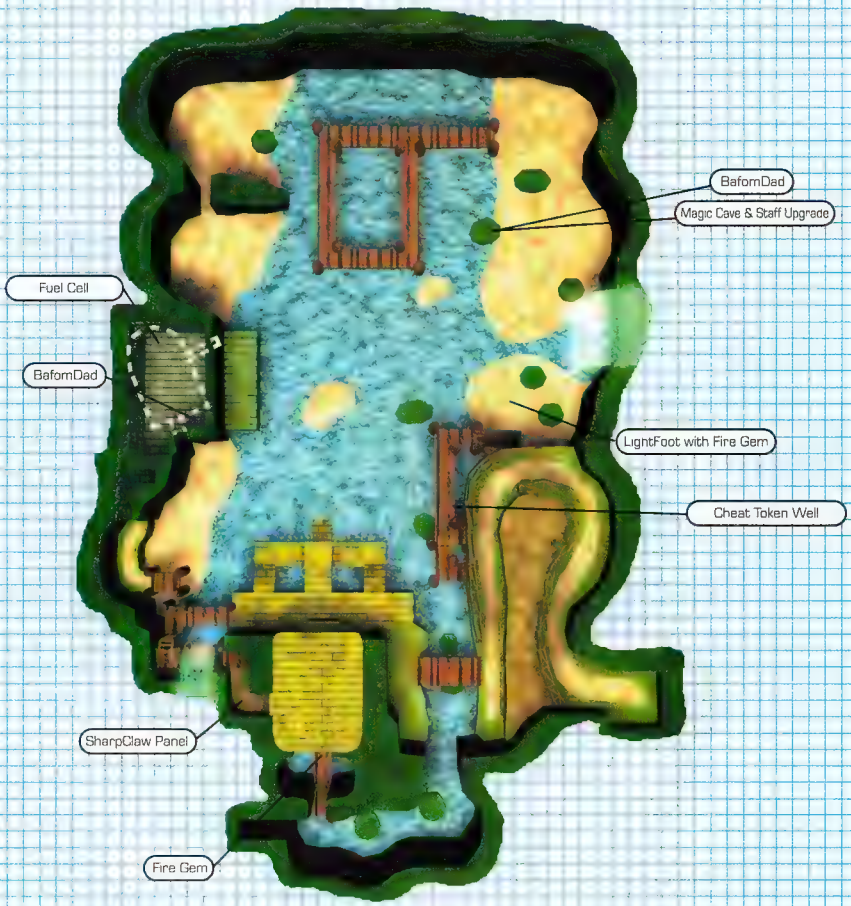
CLOUDRUNNER FORTRESS



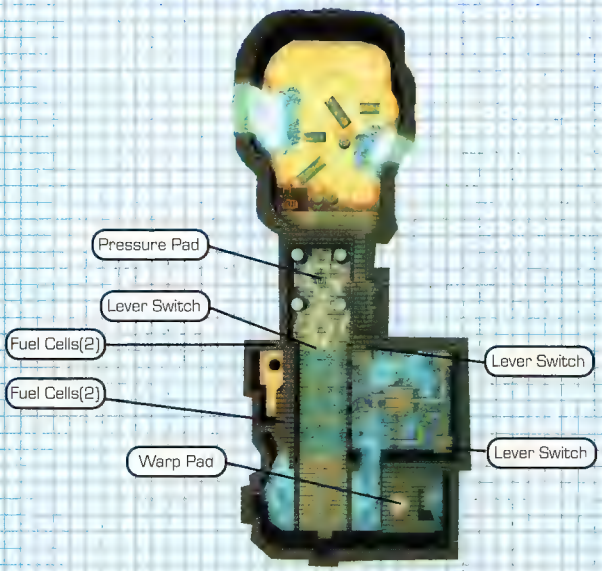
CLOUDRUNNER FORTRESS

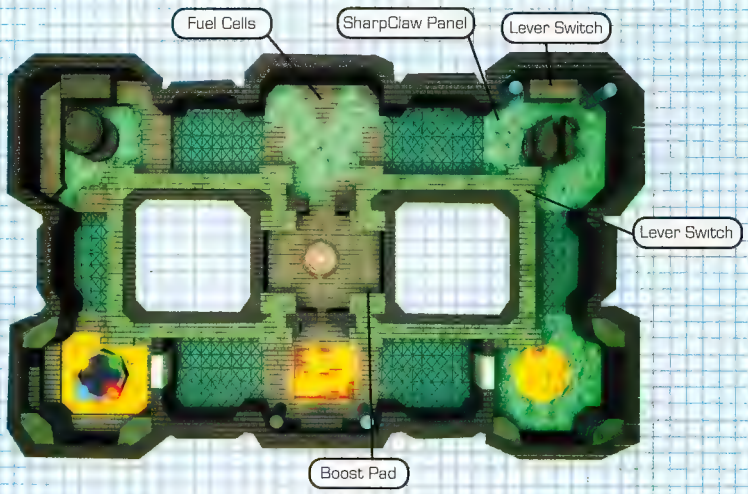


CAPE CLAW

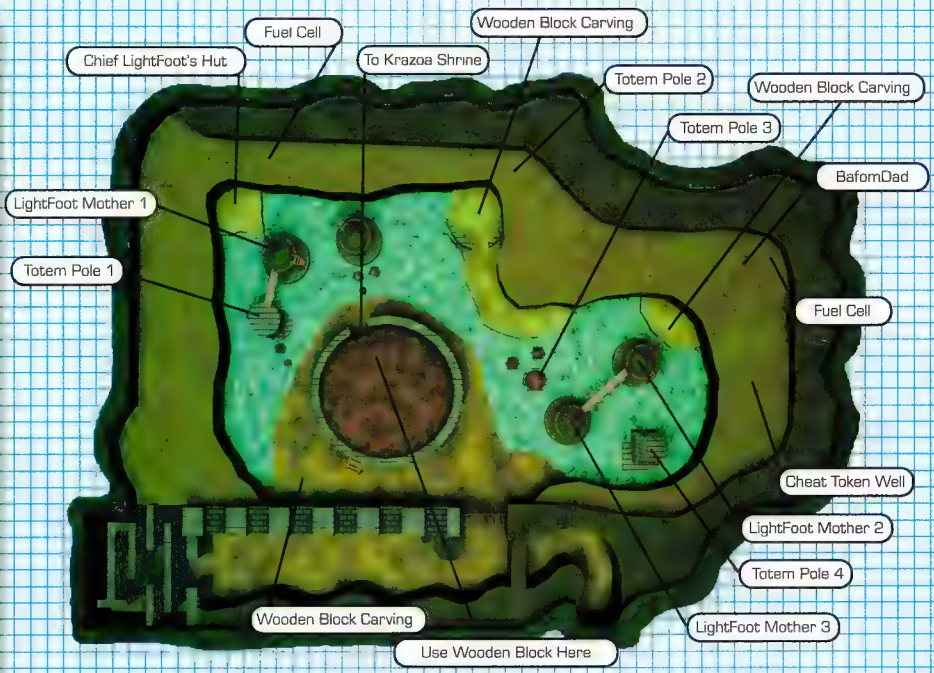

BafomDad
Magic Cave & Staff Upgrade
Fuel Cell
BafomDad
LightFoot with Fire Gem
Cheat Token Well
SharpClaw Panel
Fire Gem

OCEAN FORCE POINT TEMPLE

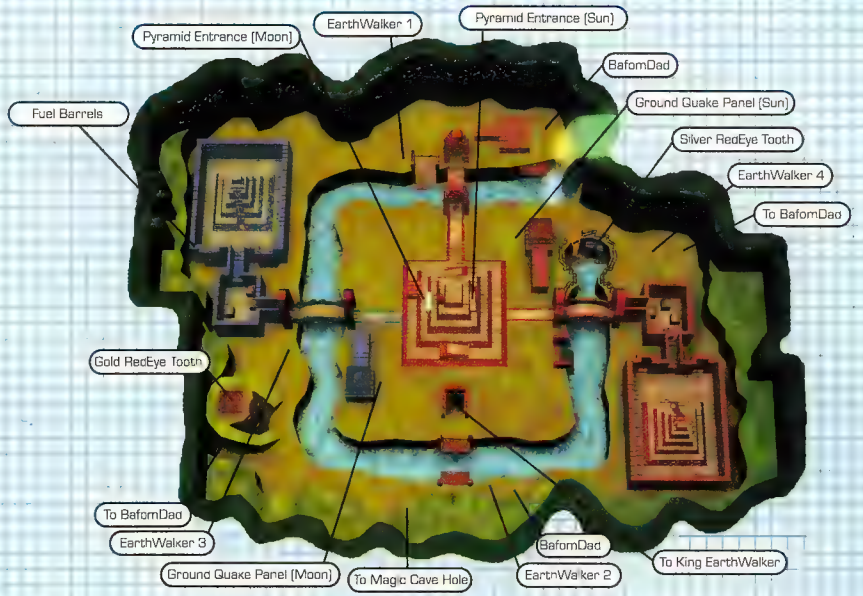


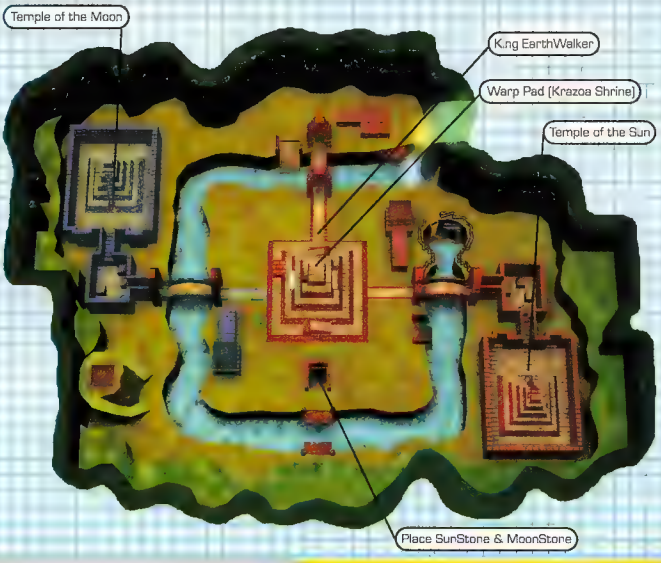


LIGHTFOOT VILLAGE



WALLED CITY

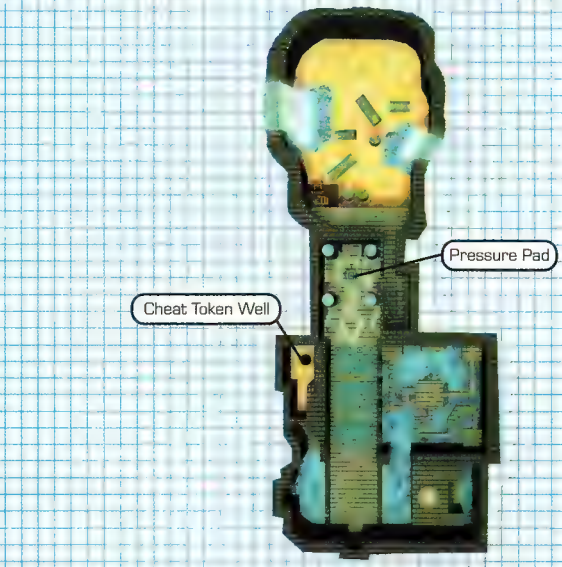

Pyramid Entrance (Moon)
EarthWalker 1
Pyramid Entrance (Sun)
BafomDad
Ground Quake Panel (Sun)
Fuel Barrels
Silver RedEye Tooth
EarthWalker 4
To BafomDad
Gold RedEye Tooth
To BafomDad
EarthWalker 3
Ground Quake Panel (Moon)
To Magic Cave Hole
BafomDad
EarthWalker 2
To King EarthWalker

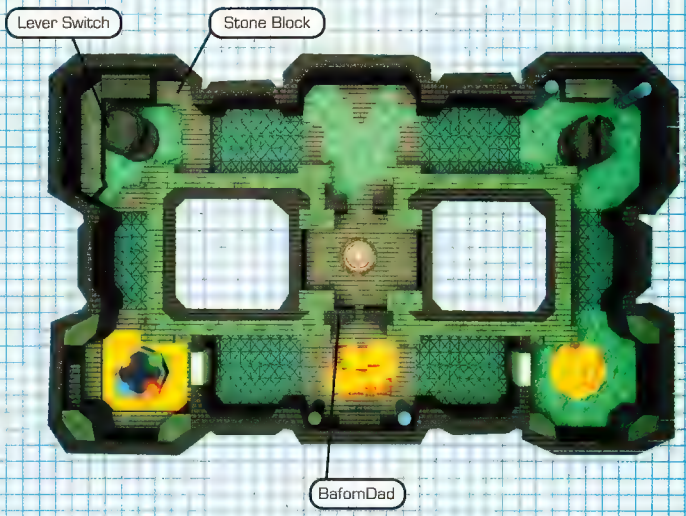

Temple of the Moon
King EarthWalker
Warp Pad (Krazoa Shrine)
Temple of the Sun
Place SunStone & MoonStone

DRAGON ROCK

Lever Switch
Fuel Barrel
Boarded Door
BafomDad
Shield Generator
Shield Generator
To Captured HighTop
Shield Generator
BafomDad
Red Switch
Fuel Barrel
Captured EarthWalker
Shield Generator
Captured CloudRunner
Boarded Door

OCEAN FORCE POINT TEMPLE





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